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EGM EXCLUSIVE FIRST PICS OF SONIC & KNUCKLES 2 AND 3!

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SPECIAL COLLECTOR'S ISSUE! ALMOST 400 PAGES!

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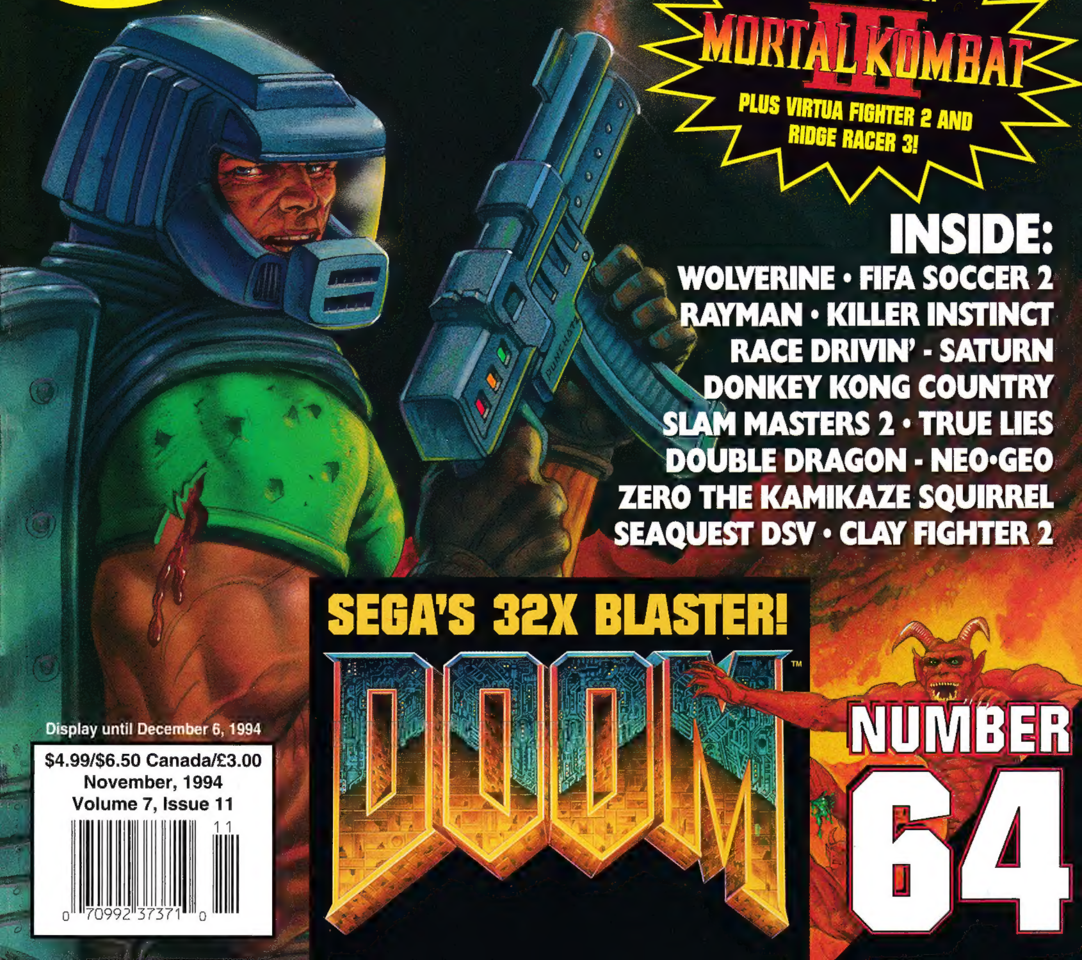

## INSIDE:

WOLVERINE • FIFA SOCCER 2
RAYMAN • KILLER INSTINCT
RACE DRIVIN' - SATURN
DONKEY KONG COUNTRY
SLAM MASTERS 2 • TRUE LIES
DOUBLE DRAGON - NEO•GEO
ZERO THE KAMIKAZE SQUIRREL
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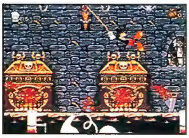
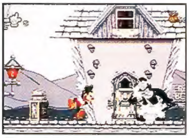
November, 1994
Volume 7, Issue 11

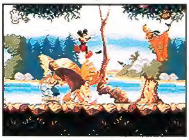
NUMBER 64



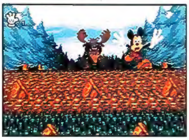
Maneuver through skull-flinging skeletons, razor-sharp buzz saws, falling cleavers, and a batallion of bats in the Mad Doctor's Laboratory. Look out for red-hot fire pits and acid pools waiting to singe your shorts!



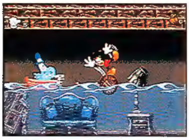
Beat Pete in primitive black and white, save Steamboat Willie, and bring Mickey back into Technicolor. And watch out for Pete's deadly flying spit!



Follow your trusty guide dog Pluto if you want to survive the mortal moose hunt...



...Or there'll be nothing left but a mound of moose-mangled Mickey Mouse meat.



Talk about up the creek without a paddle! The house is flooding, your weapons are useless, and your only hope is jumping between buoyant barrels. No sweat -- except you're being chased by ghosts in speedboats!

**"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."**

**-Game Players**

**"The animation in this game is so incredible, it has to be seen to be believed!"**

**-Electronic Gaming Monthly**

# MICKEY MANIA...

Mickey Mania: The Timeless Adventures of Mickey Mouse is a Disney Software Sony Imagesoft Co-Production. Portions © The Walt Disney Company 1994. Mickey Mania The Timeless Adventures of Mickey Mouse Portions ©1994 Sony Electronic Publishing Company. All rights reserved. Sega, Genesis and Sega CD are trademarks of Sega Enterprises.

**"This game is fantastic!"**

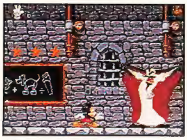
**-Game Informer**

**A "Masterpiece...the game has no flaws... the control is perfect."**

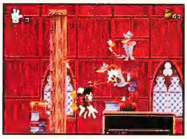
**-DieHard GameFan**

**"Top notch animation... perfect!"**

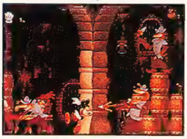
**-Electronic Games**



NOW WOULD BE A PERFECT TIME TO DEFEAT THE MAD DOCTOR -- ONE OF THOSE RARE MOMENTS WHEN HE'S NOT BEANING YOU WITH BOILING ACID...TOO BAD HE'S GOT YOU IN A PARALYZING TRANCE!



THE LIBRARY'S A SAFE PLACE, RIGHT? SHOWS HOW LONG IT'S BEEN SINCE YOU'VE BEEN THERE! WATCH OUT -- WARMONGERING WEASELS AWAIT YOU! AND THAT'S JUST THE BEGINNING... THERE ARE OVER 23 LEVELS IN ALL.



THIS IS IT. THE FINAL SHOWDOWN WITH PETE, AND YOU'RE PACKING...MARBLES? YOU'RE GONNA BE TOAST UNLESS YOU CAN GET THE BIG GUY TO BACK HIS FAT BUTT ONTO THOSE POISONED SPIKES! (DID WE SAY FINAL? NOT ON SEGA CD -- YOU "LUCKY" DUCKS GET ONE MORE BONUS LEVEL TO FIGHT YOUR WAY THROUGH -- NOT TO MENTION INCREDIBLE CD SOUND PLAYING AT YOUR FUNERAL!)

MICKEY MANIA
THE TIMELESS ADVENTURES OF MICKEY MOUSE
CD
GENESIS
SEGA
SUPER NINTENDO
SONY

# ........IT'S BEGUN.

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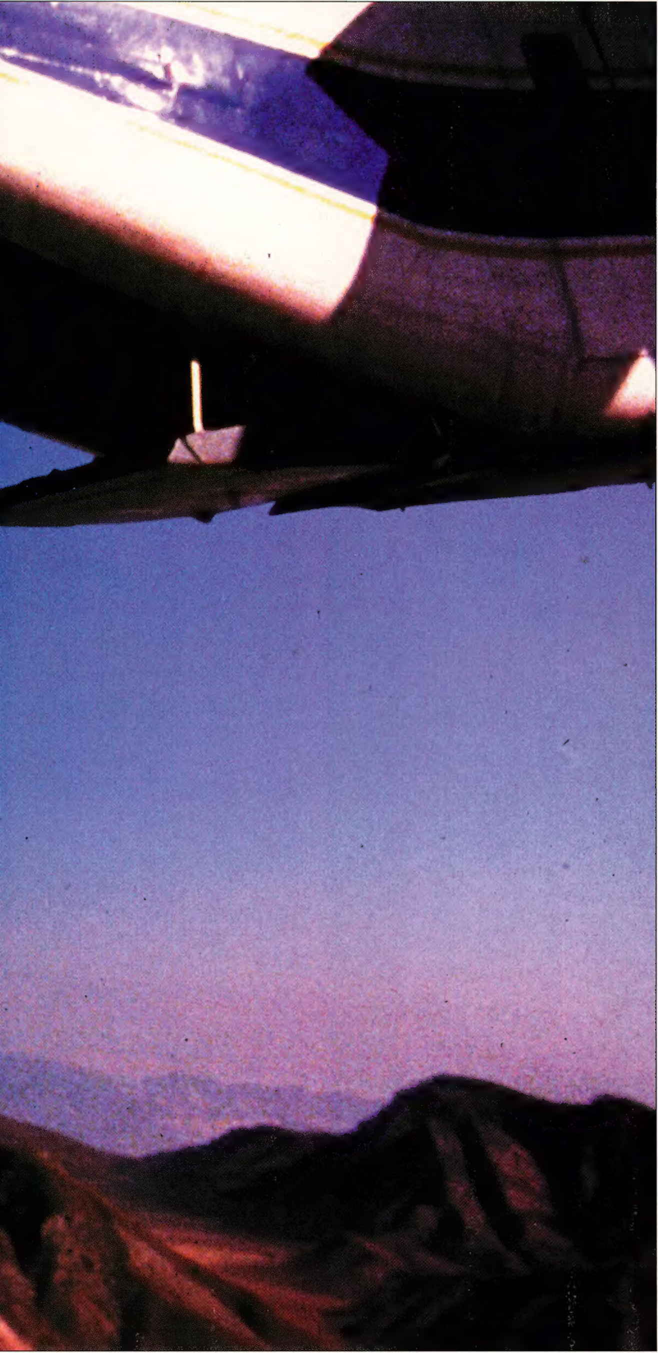
EGM!
THANKS FOR THE LIFT!

Photograph from Hollywood Pictures' film *Terminal Velocity*



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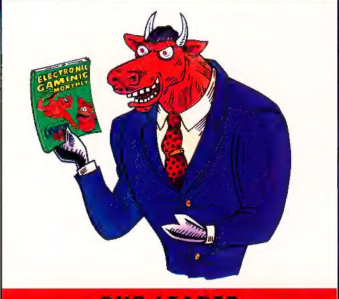
# INSERT COIN

## THE TIMES THEY ARE A CHANGIN'...



OUR LEADER

As we approach the end of yet another year, Ed and I were sitting back looking at the wall in his office. As you can probably tell by the immense size of this issue, we weren't daydreaming. On Ed's wall is the front cover of every issue of every magazine that Sendai has ever published. Up until a couple of years ago, there was plenty of open space left, but now Ed, along with the rest of the *EGM* staff, have made their way into new digs on the other side of the building, partly as a result of the walls that are now covered with magazine covers.

As we traded jabs back and forth about which covers we felt looked the best (issue 63), which looked the worst (issue 8), and which sold the most (issue 54), we changed the subject of our conversation to what *EGM* would be covering in the months and years to come.

Just exactly which system will everyone be playing next year at this time? Which new platforms will be getting the most buzz? Which machines will carry us forward into the later half of the final decade of the final century in our second millennium?

The answer, some would say, is easy: the one that plays the best games. But as we witnessed during the most recent battles between competing game systems, there are now other important factors that contribute to the success or failure of a game system. Little things like price, licensing and, yes, good quality game software. 3DO proved that a superior game machine with liberal licensing policies could attract plenty of industry attention, but its $700 initial price tag was just too steep for a machine that played games on the old family TV. Especially when there were other systems that did almost the same thing for only 88 bucks.

So will the next generation of game systems spell the end of gaming, or a fantastic new step? While Ed and I had our differences about what kind of price tag the new game machines must wear for widespread acceptance, we both agreed that the PlayStation, Ultra 64, Saturn, Super Genesis, and countless hand-helds will succeed in ushering in the next generation of game players into worlds that we could only have dreamed of six years ago when the pages of *EGM* were filled with articles on the 8-Bit systems. My how the times have changed!

**Steve Harris**
**Publisher**

P.S. A personal tip of the hat to the staff of *EGM* for putting together one of the biggest video game magazines in the history of planet Earth! Plenty of hours went into making this issue of *EGM*, like all issues before it, the very best that it can be. We hope you enjoy it!

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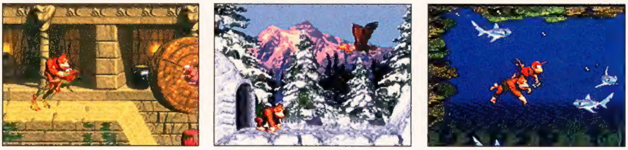
Donkey Kong Country.
You won't believe it either.

*Advanced Computer Modeling. Donkey Kong Country* © 1994 Nintendo. Game by Rare. Jurassic Park ™ & © 1992 Universal City Studio, Inc. & Amblin Entertainment, Inc.

Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

It's **Donkey Kong Country.®** The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park™ flick.)

This **32 MEG monster** is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.



A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with **ACM* technology,** the action is totally realistic and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

Only For Nintendo
DONKEY KONG COUNTRY
An Incredible 3-D Adventure in The Kingdom of Kong!
SUPER NINTENDO ENTERTAINMENT SYSTEM

But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some extra piece of hardware to get it — unlike some other systems we know. (Hint: rhymes with "Schmega".)

So grab a vine and start yelling **"OOH OOH!"** The beast is back. And he's second banana to no one.

SEPARATED AT BIRTH? DONKEY KONG AND HIS NEW SIDEKICK, DIDDY.

Only For SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAY IT LOUD℠

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# EGM!

NOVEMBER / 1994 / VOLUME 7 / ISSUE 11 / NUMBER 64

## THE APE VS. THE HEDGEHOG–WHO WILL BE CROWNED THE KING OF XMAS?

136

The mascots battle it out inside this issue of *EGM*! Seven thrilling pages are devoted to Sonic & Knuckles. Also, eight pages of Donkey Kong roll your way. Let's not forget the six action-packed pages on Zero, too! So, who'll be the Christmas champ?

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## TRADESHOWS GALORE COMING AT YOU FROM THE EGM STAFF!

*EGM* proves to gamers that where there's new information, we're there too by visiting tradeshows worldwide. Check out the scoop on the shows you might have missed, such as the ECTS (Europe), AMOA (San Antonio), plus JAMMA and CSG (Japan)!

199
TARGET
x30

## FIND OUT WHICH SYSTEM IS THE PERFECT ONE FOR YOU!

180

Trying to find the best new system for you? Inside this issue, we provide the latest information on the latest systems and their games. Check out the in-depth coverage on such systems as the 32X, the Sony PlayStation, the Neo•Geo CD, and the 32-Bit Nintendo!

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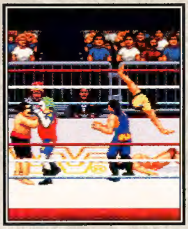
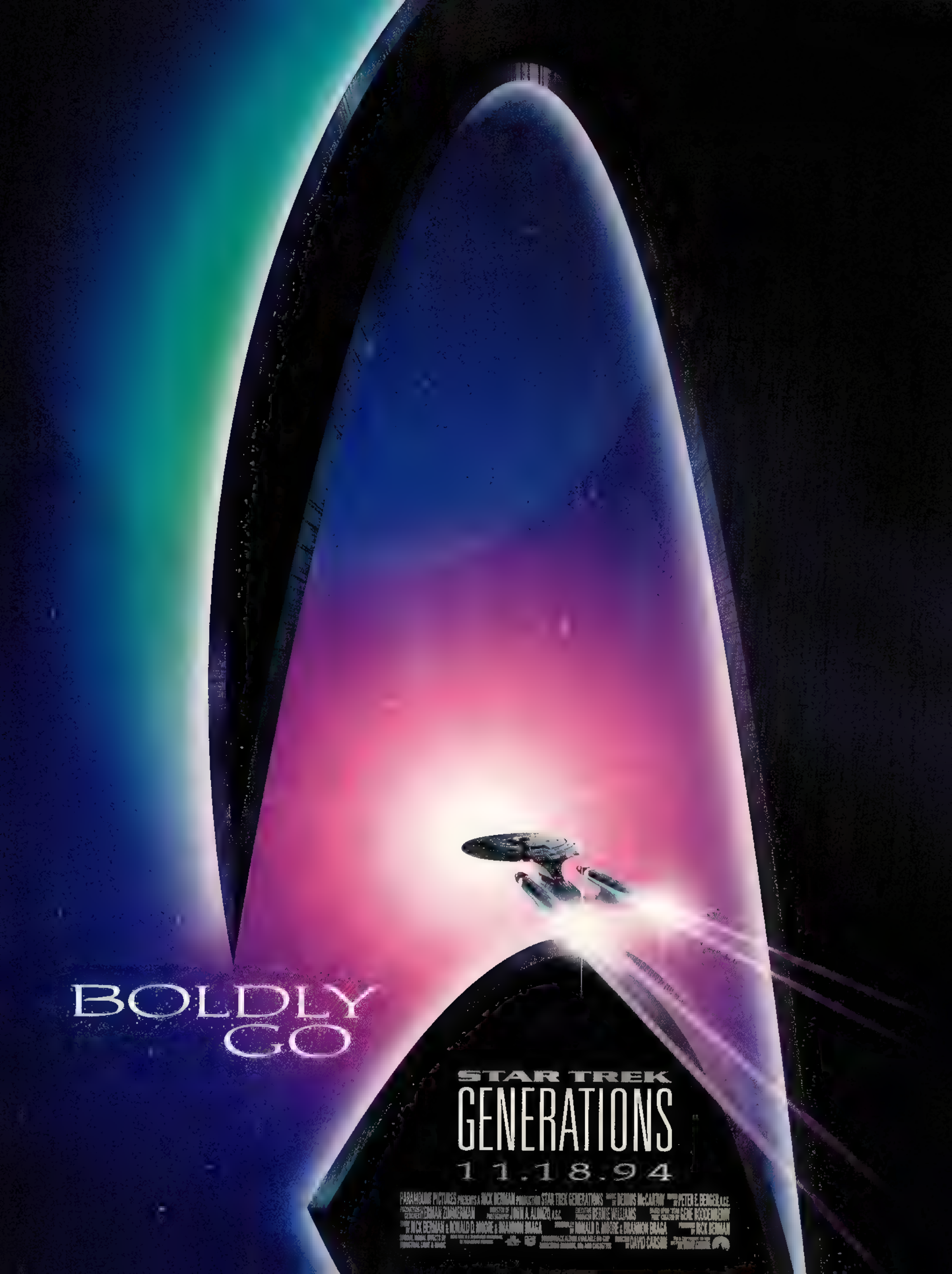
## TEAM EGM DELIVERS THE BEST SPORTS GAMES AVAILABLE!



Team EGM kicks off this issue with 17 jam-packed sports pages to entice even the most avid sports fan. Take a peek at such hot games as Bassin's Black Bass, WWF RAW, FIFA Soccer '95, NBA Live '95, and many more. With all these hot games, who needs to go outside?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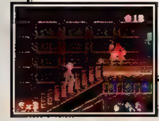

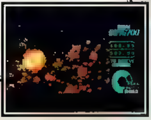

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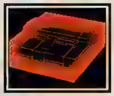

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Go bananas with Donkey Kong Country!
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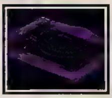

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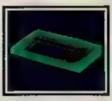

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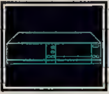

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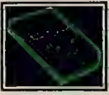

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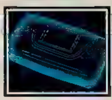

**SUPER GEAR**
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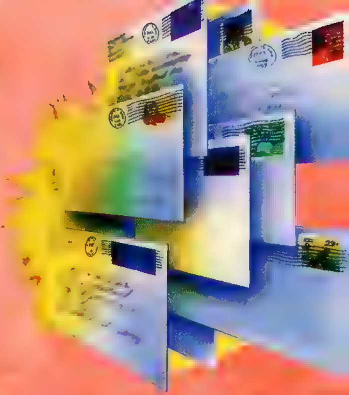
350-355

It doesn't seem fair does it?

# INTERFACE
## LETTERS TO THE EDITOR



This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! Don't actually open up your brain though, that'd be messy! What's the frequency, Kenneth? Give it up for Tim P. won't you? Write down whatever comes to your mind after reading through this issue, send it in, and we'll read it out loud. He's Super deformed, he is! Thanks Ben H. for the wonderful Mortal desktop, you're the greatest. If you're reading this, all I have to say is ... Akuma Matata—can't get enough of it T.R.! We can't respond to your letters personally, even with an SASE. BYE!

**SEND YOUR LETTERS TO...**

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# LETTER OF THE MONTH!

### A BUG IN MKII?

In *EGM*² #2, you mentioned that the Japanese commercial for SSF2 featured scenes from the SSF2 Animated Movie. Is there any way I can get my hands on this anime?

Another thing, the first day MKII was released I rented it. To build up my experience in fatalities, babalities, etc., I started playing two-player by myself. After beating my imaginary second player 50 times, a message appeared that said something about me having an amazing winning streak: "Be prepared to fight a new warrior." Then my screen started doing a couple of those things that happen when you need to adjust your V-hold, and then it went black. I sat there 15 minutes watching my black screen and nothing happened, so I turned off my Super NES and spent the rest of the day mad. The same thing happened to me the next day. My question is WHAT HAPPENED? Was it my cartridge, or do all of the Super NES games do this?

**Brian George**
**Indianapolis, IN**

This is what you'll see after the 50th win if the bug is in your MKII.

*(Ed. You've found a bug [yes, a bug] in MKII. For right now, from the reports we've heard, it only happens in the Super NES version of the game. And yes, it happens in everyone's carts. The very same thing happened to me the first day, too. Acclaim admits that it's a bug, and gives one way to possibly get past it. For your 50th win, DO NOT perform a finishing move. Then, you will meet Noob Saibot, your reward for winning 50 matches straight. Keep it in mind the next time you go kombating. As for the SSF2 anime, there's a possibility that you'll see it here, especially when you think of just how popular the Street Fighter series is in this country as well. As for when it's coming here, you might see it by Christmas if you're lucky, but I'd guess you'll see it next year for sure. You may also be able to get it from a few mail-order companies that deal in Japanese gaming goodies.)*

DUAL TURBO
DUAL TURBO

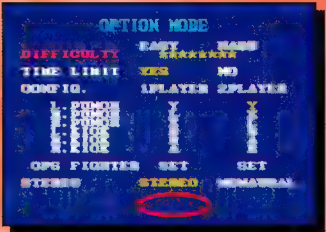
## WIN A PAIR OF ACCLAIM JOYSTICKS!

***The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.***

### WHERE THERE'S A WILL

Do you know whether a joystick is available for Mortal Kombat (Genesis and/or Super NES) that is identical to the button configuration on the Mortal Kombat arcade game? If so, can you provide the details on how to get one and the cost, if possible. If not, do you know when or if one will be made?

**Matt Maust**
**Hampton, VA**



See the "Set" command? That will calibrate the controls to a joystick.

I'm a fighting game fanatic and have wanted to get a joystick for my Super NES, but all the joysticks I've seen have weird button configurations. They stick the L and R buttons on the upper corners, making the controls different to playing, say Super Street Fighter II. Please shed some light on this matter.

**Jason Yan**
**Greenwich, CT**

*(Ed. There's no MK-only joystick yet, but I think we'll see one soon. Check different mail-order companies. As for those L and R buttons, SSF2 has an option on the Options Screen that says SET. Highlight this word and press a button to configure your joystick. It works great, and you won't have to spend for another 'stick.)*

**Who says life is fair?**

The wait is over. Final Fantasy® III is here and it's fair to say that it'll blow you out of your shorts. The critics at *EGM* report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And *Die Hard Game Fan* writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [ SQUARESOFT® ] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.

FINAL FANTASY III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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# INTERFACE
## LETTERS TO THE EDITOR

Way of the Warrior is an original game with lots of great fighting features.

### WHERE THERE'S A WILL

My friend and I read the review in your September issue on the 3DO game, Way of the Warrior. We greatly disagree with your review. After I read your review I believed you, but another friend of mine said he had played it and enjoyed it greatly. So I bought it knowing that the game might be bad like you said in your review. However, when I brought it home and played it I saw that some points you had in your review were wrong. The one thing you said was that it was near impossible to jump forward, but I have no trouble with this. You also said that you couldn't get the Special Moves to work, but I could get them to work every time. I think the reason you said these things was one of two things: either you were playing an early version of the game or you didn't have the newer control pads with diagonals. If the version of the game you had was early, I don't think you should have reviewed it and should re-review it in another issue. If it was the controller I think you should do the same because even with the old controllers you could loosen the back of the pad to fix the diagonal problem.

I am a big fan of your magazine and I believe you unjustly gave one of the best fighting games of all time one of your worst reviews ever. Because of your review, a lot of people won't buy Way of the Warrior and see what a great game it is.

**Bill Martinson**
**Fairfield, CT**

*(Ed. Our Review Crew stands by their review of the game.)*

## INSTANT RETALIATION

**What is Instant Retaliation? Well, it's where you get to comment on an issue in video game (of our choice), INSTANTLY! But you can't do it now. Here's how: when you write a letter to us, include your phone number. We'll choose a few for each issue, call you up, and ask you that all-important question. We'll quote your answer in the pages of *EGM*$^2$ and *EGM*. Just include your number. Remember, we're not going to call everyone, just a chosen few who have written letters.**

### 32XTASY

I'm a loyal Sega owner. I have the Genesis, Sega CD, and am thinking about buying the 32X. But I've got a few questions.

First, I read in *Sega Visions* that it would have 32,768 colors on screen. If this is true, how many colors are available in all, and will every game have that many colors in it?

Next, will the 32X have any big name titles like Super Street Fighter II Turbo and Mortal Kombat II? If so, how close to the arcade will they be?

Finally, will the 32X work with the CDX? I have a friend who has the CDX and wants the 32X but isn't sure it will work.

**Stephen Farabee**
**High Point, NC**

*(Ed. You bring up some important questions about Sega's new peripheral. The 32X, as far as we know, will be able to display all of its colors at once, but NO game uses all the colors a system is capable of. Will it have big titles? You bet! Mortal Kombat II is already scheduled for the 32X, and the Street Fighter movie game should also be on the 32X. The 32X will work on any version of Genesis system, even the CDX. That means that if you've got a CDX and the 32X, you've got a semi-portable, 32-Bit CD game system at your disposal. The first games that will be released for the system are Star Wars Arcade, Virtua Racing Deluxe, and Doom. More games will follow, including Tempo, Super Motocross, and an update to the classic Afterburner game. It should be a great new platform for Sega owners looking for a bargain 32-Bit system. The 32X does not come with a pack-in game, but it does come with coupons that will save you some extra cash on new 32X games. For more on the 32X, turn to the special feature on it on page 180.)*

## THE SWORD IS...
### LETTER WRITING CAMPAIGNS

**Have you ever wanted to try to get a Japanese game released here? Do you want your voice heard? If so, start a letter writing campaign in 'The Sword Is...'**

### DRAGONBALL Z 3

I was very interested in Japanese video games, so I bought Dragonball Z 2. I've known about this game for years, since their was a cartoon about it on TV in Korea and Japan. This game is a lot of fun and is exciting. It makes me feel better about it each time I play it. There are eight characters who have many kinds of weapons.

When I bought this game I thought it was really fantastic. What I like about it is that it has better real action, sounds, and graphics. However, I was wondering why Japanese video games are so expensive and difficult to get. Why don't these have an English translation of the Japanese text on the container?

Could you guys show or tell us what you know about this game? This game is so good: why doesn't the manufacturer make an English version of the tape?

**Gue Sung Lee**
**Tenafly, NJ**

**The way you can get Dragonball Z released here is by writing to the company that would have the power to bring it over. Bandai makes the game in Japan, so Bandai could easily translate it over here. Write your letter to them so that they know you would like to see it in the U.S. Mention that you'd buy a copy if it came out, and that your friends would do the same (knowing what a cool game it is).**

**WRITE TO:**

Bandai America Inc.
12851 East 166th St.
Cerritos, CA 90703

**If you've already written your letter (we covered Dragonball Z in the second issue of *EGM*$^2$), write another one to help us out! We want to see this game in the U.S. bad! With your support, it can be done. Do it today!**

**And if you've got another idea for us to use in 'The Sword Is..', send it off to:**

*EGM* 'The Sword Is...'
1920 Highland Ave.
Suite 222
Lombard, IL 60148

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DRINK FUEL.
EAT ASPHALT.
BELCH FIRE.

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**16 tracks** of hot Indy Car action, featuring actual Indy Car track shapes—high-speed ovals, demanding road courses and challenging street circuits. Pit-to-car contact with world-class driver **Michael Andretti's actual voice**. You even get a **customizable instant replay** so you can relive every bone-blasting thrill and chill. Win the championship and you get to pit your skill against Andretti himself.

*Speed down to your local retailer and get Michael Andretti's Indy Car Challenge. Just remember: the race begins after you get home.*

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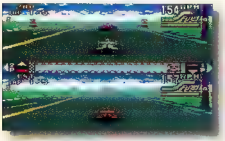
**Hold on for the ride of your life in the one-player mode!**



**Challenge a friend for head-to-head racing in the split-screen two-player mode.**

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AUTO

**Custom replay option lets *YOU* set the camera angles.**

**"A cylinder melting Indy Car masterpiece... one of the best video driving experiences ever!"**
**Nintendo Power, Sept. 1994**

**"Whether you're driving solo or going head-to-head, this game has the action, speed and intensity to take you all the way to victory lane. It's white knuckle driving all the way."**

**Michael Andretti**

MICHAEL ANDRETTI'S
INDY CAR CHALLENGE
SUPER NINTENDO

**Bullet-Proof Software**
8337 154th Avenue N.E., Redmond, WA 98052

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# Do We Have

# An Attitude?

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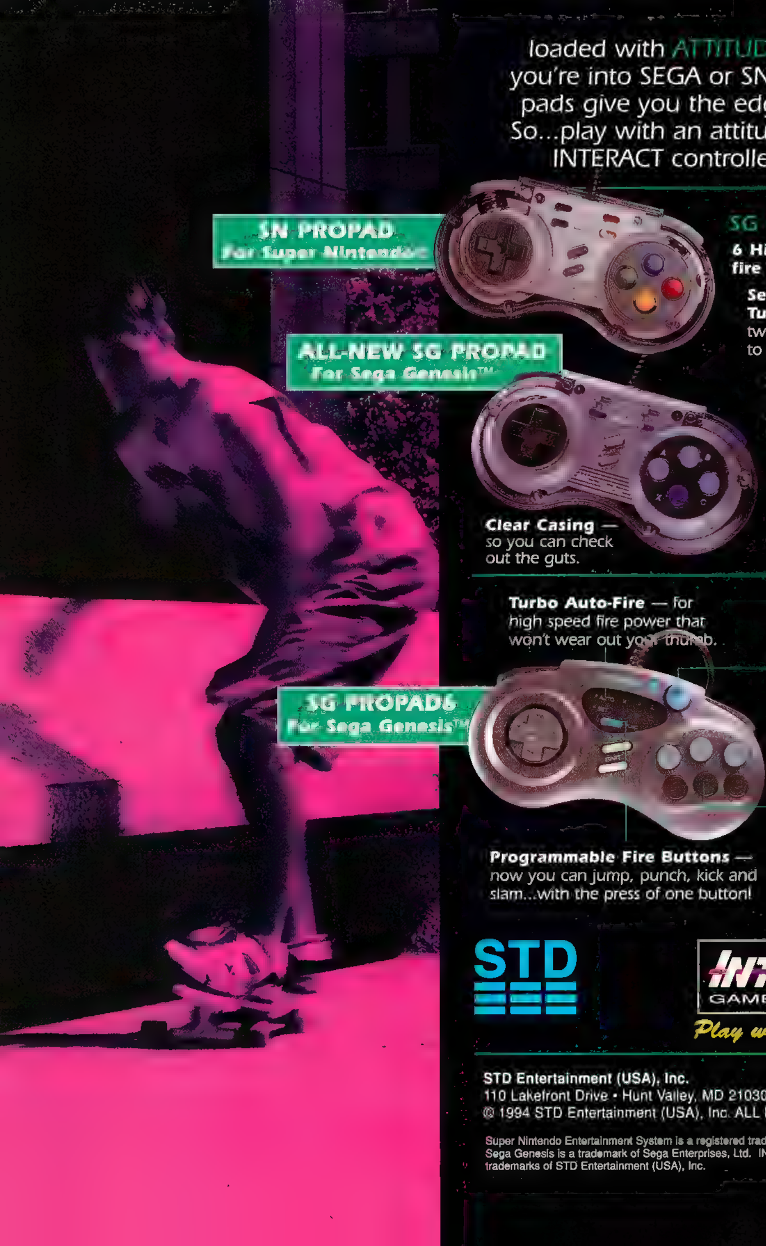

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For Sega Genesis™

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**Slow Motion** — disect your opponent's game plan. Then watch 'em squirm!

**Extra Long Cord** — now you can play from your favorite recliner.

**Clear Casing** — so you can check out the guts.

**SG PROPAD6**
For Sega Genesis™

## SG PROPAD6

**Turbo Auto-Fire** — for high speed fire power that won't wear out your thumb.

**Slow Motion** — feelin' the heat? Take control and set your own pace.

**6-Button Arcade Layout** — that familiar arcade feel comes home. Wouldn't you rather thrash your opposition on your own turf anyway?

**Programmable Fire Buttons** — now you can jump, punch, kick and slam...with the press of one button!

STD

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## THE DEATH OF AN ERA

In case you haven't noticed, it seems hard to try and have a conversation about video games and have someone NOT mention something about Saturn, Ultra 64, or some other "mega-machine." Many of the gamers say to "bring these super systems on, and let the next wave of gaming begin." The worst thing about this is that when the 64-Bit wave of gaming begins sometime next year, it will wipe out clearly what was the most enjoyable time of this century, the 16-Bit era.

The 64-Bit era will be great indeed, but the saddest thing about it is that it will bring a premature end to 16-Bit gaming. Many of us game players haven't even seen the absolute potential of our 8-Bit Nintendos, let alone our 16-Bit ones and Genesis systems. As game players, we have had some of the best times of our lives with these machines and think it is rather sad and unfair that we should have to sell our game systems and libraries JUST so we can afford to play a Saturn or Ultra 64. We have poured too much time, heart, and effort into our current systems and we shouldn't have to part with them.

The main point I'm getting at is that if the Big N and Sega really want to make customers happy, they should make their superpowered machines completely compatible with our current Super NES and Genesis. For instance, remember how you felt when you first played Super Metroid? I'm sure the Ultra 64's version will blow it away, but wouldn't it be nice to have that feeling all over again after playing Ultra Metroid? With compatible systems, it is completely possible.

I'm sure that there are other game players who feel the same way toward this subject. Maybe with a public outcry we can convince the "Big N" and Sega to revamp their new systems and make them compatible with the old ones. But if not, don't expect me to purchase a Saturn or Ultra 64 anytime soon. Please Sega and Nintendo, don't let the 16-Bit era end like the 8-Bit one before it.

**Mike Reichard**
**Waipahu, HI**

*(Ed. You've got some good points here, and I can see your concern about the 16-Bit era. However, don't count 16-Bit out completely yet. Remember, it will take a little while before the new systems gain acceptance in the market and collect a stash of good games. So for a while at least, you'll still be seeing new 16-Bit games. Just look at Donkey Kong Country, a fantastic representation of what Nintendo has made the Super NES do without any add-ons. Or look at Sega's Sonic & Knuckles, Gunstar Heroes, Lion King, etc. 16-Bit is at least a year away from fading away. Even then, I doubt it will be a quick death. Games are still being made for the 8-Bit NES, and while they aren't being developed by the big developers, there's still a lot of old NES games that are great. If you're looking for a good challenge, take some time to look over the discount racks at toy stores who are getting rid of their old 8-Bit titles. There you'll find some of the best games for a very reasonable price. I'm certain the same thing will happen to 16-Bit games once the 32+-Bit systems gain popularity. Won't that be great? Games we may never have looked at because of their price will become goldmines. It's going to be great. As for making systems compatible, it's a great idea ... in theory. Would you rather pay more for compatibility, or would you rather pay less and be able to spend more money on new games? Whoever said you have to sell your old system? Keep the old system on the same TV as the new one, and you've got the best of both worlds. It's the way to go in times of multiple platforms and multiple system owners. If you don't have the cash, just save up, get a job raking leaves for your neighbors, or shoveling snow. If you've earned it, it will be that much more fun.)*

## PSYCHO LETTER OF THE MONTH!

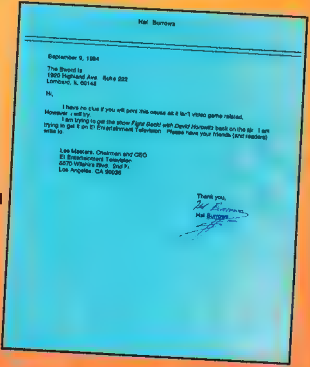
**If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!**

**Hi,**

**I have no clue if you will print this 'cause it isn't video game related. However, I will try...**

**I am trying to get the show Fight Back! with David Horowitz back on the air. I am trying to get it on E! Entertainment Television. Please have your friends (and readers) write to:**

**Lee Masters, Chairman and CEO**
**E! Entertainment Television**
**5670 Wilshire Blvd., 2nd Fl.**
**Los Angeles, CA 90036**



Hal Burrows

September 9, 1994

The Sword Is
1920 Highland Ave. Suite 222
Lombard, IL 60148

Hi,

I have no clue if you will print this cause as it isn't video game related. However, I will try.

I am trying to get the show *Fight Back! with David Horowitz* back on the air. I am trying to get it on E! Entertainment Television. Please have your friends (and readers) write to.

Lee Masters, Chairman and CEO
E! Entertainment Television
5670 Wilshire Blvd. 2nd Fl.
Los Angeles, CA 90036

Thank you,
Hal Burrows
Hal Burrows

**What?! Did I read that correctly? Well, it's not video game related, so we can't put it in The Sword Is... If I could ask you one question, sir: why did you send this to us? Hal Burrows of Greendale, WI, you are a psycho with an *EGM* shirt!**

## E-MAIL EGM!

Communicate with *EGM* instantaneously! Yes, you can send electronic mail to us if you have a computer and an on-line service.

-American Online, Delphi, Internet & most others:
**75052.1667@compuserve.com**

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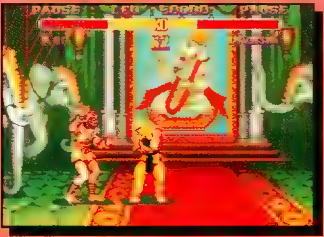
# INTERFACE
## LETTERS TO THE EDITOR

## YOUR OPINION COUNTS...

Congratulations *EGM*, you have done something no magazine has done yet, pushed me to pull out my word processor and write a letter to the editor. Oh, it has crossed my mind on countless occasions, but I decided I should not let this one go. I write in praise and scorn. First off, I must admire you for divulging the truth about Super SF2. Never mind what certain individuals and Capcom say, this game went south. Even the usually generous Ed Semrad (with reviews) was moved to tell it like it is. Nonetheless, I feel that you have been presenting two very different facades to your readers. On the one hand, you openly criticized Super SF2 for what it was, an egregious attempt by Capcom to enhance its bottom line. However, it also happens to make the Editor's Top Ten. Does Sushi-X's obvious addiction to anything with the SF label dissuade you that much? Somewhat contradictory, wouldn't you say? From a recent editorial, one is able to infer that Capcom was a bit jaded by your reviews of its lethargic implementation of a fighting game. The qualities that dictate that a game is regarded as the best in its genre (that is, all the variables that go into the latter designation) is a moving target, and unfortunately that target has moved, unbeknownst the Capcom. What might I be referring to? Well, let's say that after playing Fatal Fury 2 and World Heroes 2, SSF2 simply looks lame. "No fair, let's not compare apples to oranges..." as someone finishes the argument presuming that I might be referring to the Neo•Geo implementations. No, my dear sirs, the aforementioned titles I am referring to are on none other than the Duo. Yes, albeit imports, but if programmers were able to implement Fatal Fury 2 on the Duo (an 8-Bit system, albeit that 16-Bit graphics processor doesn't hurt) such that it rivals the Neo•Geo, and the Super NES and Genesis implementations pale in comparison. The old expression "you reap what you sow" comes to mind. Fine, want an example of a domestic title? Mortal Kombat II, that should lull arguments with respect to the latter. SSF2 is simply an example of how Capcom has fallen into a stupor of complacency and imagines that simply by attaching the SF label on a product that it will sell. Guess again.

On another note, *EGM*, the pendulum swings the other way. With respect to your reviews, you may want to take heed of what Sony and Warner did with MTV recently, because an analogous situation might arise, with respect to yourself and the gaming industry. It seems you've been, if the reports on the Internet are true (from my observations I would have to concur), printing reviews of beta implementations, e.g., Way of the Warrior and The Incredible Hulk. Personally, I don't care for Way of the Warrior, but that is not the point. Principles are. I also question your review of the Hulk because when I tried it out at a retailer I saw no problems with respect to control which seemed to be the basis for your poor reviews. You will find yourself in a very precarious situation if your shortsightedness on beating other magazines to the punch continues. Quite frankly, I see it as a symptom of how you have been consumed with the rise of a formerly obscure gaming magazine to prominence. I do not think I need to mention who that might be. The timing of your decision to go bi-weekly makes it all the more obvious. A pretentious air will win you no favor among game developers as well as your readers. As Confucius said, "The true measure of a man is his humility." You might want to add magazines while you are at it.



**Super Street Fighter II—good game, but gamers are tired of SF2 ... where's 3?**

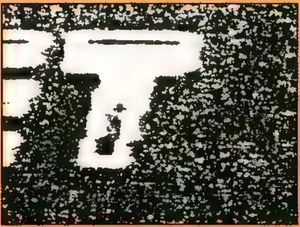
Ah! Yes ... with respect to Capcom. Candor has its place, the truth sometimes hurts ... ingest excrement and expire.

**Mario Pacheco**
**Chicago, IL**

*(Ed. You've got to remember that the Editor's Top Ten isn't necessarily the four members of the Review Crew. By the way, you mention Capcom falling into the trap of thinking that by putting an SF label on it it will sell. Well, in Japan, Darkstalkers has an SF label on it [surprise, surprise]. The Duo versions of the fighting games you've mentioned are really good, and Street Fighter II Champion Edition on the Duo is probably the best 8-Bit version of SF2 you'll ever see. We take every measure that we can to make sure that the games we review are ready to be judged. Sometimes, after we've reviewed the game, things change. Our Review Crew stands by their reviews of the games you mention. Of course, the magazine readers trust for the most up-to-date information will end up in the lead. We're certain we'll be giving you the best coverage for many years to come.)*

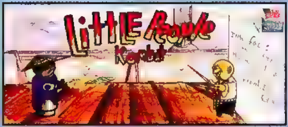
## BAD PHOTOCOPY CONTEST!

**A great feature of *EGM* is the official Bad Photocopy Contest. You'll find this contest in every Interface issue. What we did was photocopy a part of the magazine, blew it up, oh, 800 percent, and it's up to you to find it somewhere in the magazine. You don't win anything, but you can congratulate yourself if you find it!**

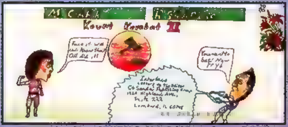


**Here it is! Attempt to find this picture in the magazine, if you can!**

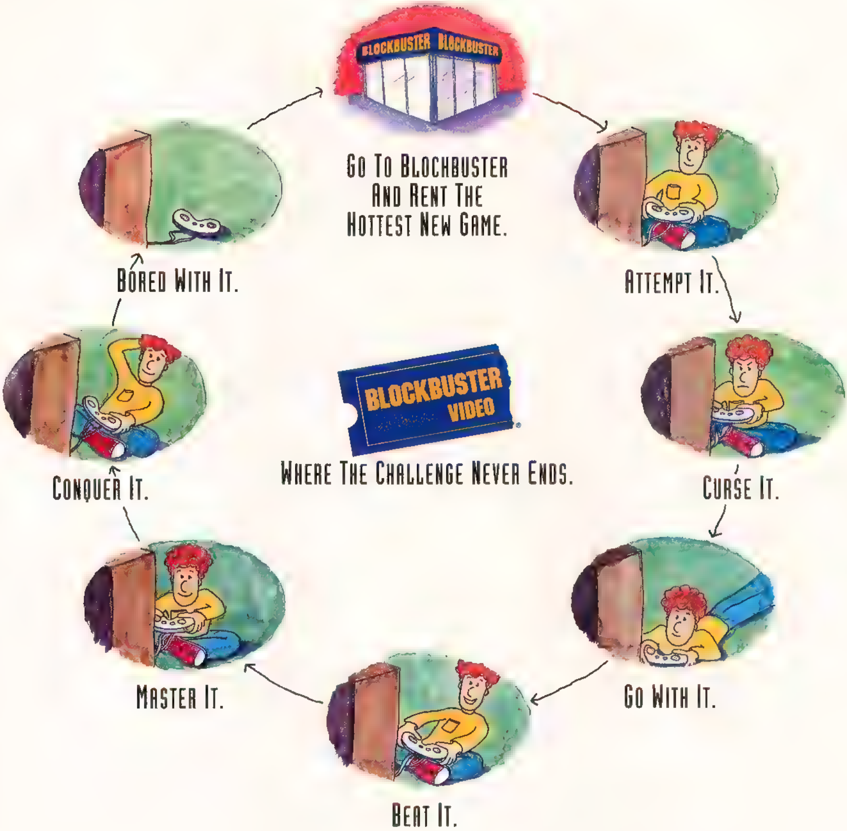
## LETTER ART COMIX



**Jason Rodgers of NoRolayton, OH, sent us this letter art that was too great to resist.**



**Brent House, of Phoenix, AZ, drew up his version of the O.J. Simpson trial. A new game?**



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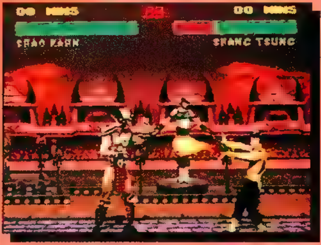
# INTERFACE
## LETTERS TO THE EDITOR



Play as Shao Kahn in the Super NES version of MKII? No way!

### CATCHING THEM RED HANDED

I have three reasons to think that you can play as Shao Kahn! That's right, you can play as Shao Kahn from Mortal Kombat II! First off, as you can see there's a picture of Shao Kahn that is on the back of the Mortal Kombat II for Super NES box. Now, we all know you can't fight Shao Kahn in Two-player Mode. Up in the picture they show player one's life meter and player two's. Just above those meters is the amount of matches the first and second player won. They both say zero wins. Now, from my experience, you can't play Shao Kahn unless you win matches. Another reason is one of those sides should say (press start) when a second player isn't playing, but in this picture it does not show that. A third reason is that Shao Kahn's life meter is on player one's side. Do you think you could find out how to play as this Master of Disaster?

**A Perceptive Reader**
**Milwaukee, WI**

*(Ed. Unfortunately, you forgot to sign your letter, but let me say here you are perceptive! Having Shao Kahn's life meter on the player one side isn't hard to understand if you think that you could play a one-player game with the second-player controller. The "zero wins" thing could be explained by guessing that the player lost a credit while playing Kahn the first time. But, you've got us on the "Wins" counter on both sides. That's a dead giveaway. So, if anyone can find the code to do this, send it to Trickman Terry. Or maybe the pictures were from an early version of the game. A possibility: remember when the commercial for the first Mortal Kombat clearly showed red blood in the Super NES version? So remember, it's possible that it's just a misunderstanding. Either way, we'll keep you posted.)*

### OPEN LETTER TO ATARI

I just made my zillionth call to my local Jag dealer and it's the same old news! No NEWS!!! This is very frustrating to your supporters! I can't understand why you rushed the intro of this badboy (to keep up with 3DO), but why not keep the interest peaking?! I've owned the unit for about three or four months and I can still count the games on one hand (pathetic). Only two of them are worth buying. Tempest 2000 is a very intense game that just about blew my mind at Level 93! And the bonus rounds are the best I've ever seen. Wolfenstein 3D is the make-your-"ears"-move, scare-the-hell-out-of-you, great game. Let's hope Doom and AvP will be even better. These two seemed to be the only worthwhile attempts at 64-Bit. CyberMorph (same, same, same, LAME!), Trevor (great graphics, same-same game play) and the other two really aren't even worth mentioning. We are craving (begging) for Doom, AVP, Kasumi Ninja, Ultra Vortex, a real Football game, basketball, or a hockey game. (Please sell your soul to sign on EA, Capcom, and Konami. These alone can help sell a system.)

On a lighter side, we all appreciate Atari for bringing video games to the homefront way back when. We also think you have a great system (and price) and with all the peripherals and capabilities of the 'unit' make it a dream come true, especially the laserdisc video player!

I am afraid though that this system may turn out to be a Jinx ... err ... Lynx. Please, please, please don't let this happen. Easy solution: get games to the consumer when promised (easy huh)!!! You help us, and WE'LL HELP YOU.

**Greg Benson**
**West Valley, UT**

*(Ed. The system has Tempest, isn't that enough for you! Just kidding there. Tempest is a great game, and it seems as though Atari has had a bit of difficulty getting the games to market. That doesn't mean there won't ever be games for the system; it means that Atari's basically been left by themselves for the time being, and they have to realize that there are customers out there waiting for games. Our readers write in and ask us where the games are, but it's up to you to get them to store shelves. As for new games this year, Iron Soldier looks really hot, and AvP is also really well done. But if you own a Jaguar and are losing faith, just remember the position that Atari's in. Don't worry, there will be games soon. If Id Software supports them, then you know that the system's got some great potential. I'm sure you'll see more games really soon. Hold on! Let's see if someone from Atari will respond to you.)*

## WHAT IF!

**Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!**

### WHAT IF...

**...What if's weren't what if's?**
**Anthony Hypes, Richmond, VA**

**...Street Fighter characters were caught playing Mortal Kombat II?**
**Michael Zaidle, Tyler, TX**

**...Raiden quit Mortal Kombat II and became an electrician?**
**...Beavis and Butt-head laughed themselves to death?**
**Joe Butterick, Cordova, TN**

**...O.J. Simpson and Baraka were related?**
**John Paul Canzio, Jupiter, FL**

**...Mileena used a straw to suck up her enemies?**
**...Johnny Cage started to crack cashews instead of just plain nuts?**
**Matt Dodgson, Windsor, Ontario, Canada**

**...People liked Pong better than MKII?**
**...Dhalsim pulled a muscle?**
**Tony Graziani, Parkersburg, WV**

**...Dragonball Z 3 comes out for the arcade and becomes more popular than Street Fighter?**
**David Sam, Brooklyn, NY**

**...Yoshi became extinct?**
**...Power Rangers were destroyed forever?**
**Matt Quimby, Atkinson, NH**

**...Pac-Man ruled once more?**
**Marcus Rogokos, Union City, CA**

**...Goro got an afro?**
**Tara Amato, Marlboro, NY**

**...Kitana did her kiss of death on Kirby?**
**Justin Howard, Toronto, Ontario, Canada**

**Send your 'What If's' to:**
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**1920 Highland Ave. Suite 222**
**Lombard, Il 60148**
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# INTERFACE
## LETTERS TO THE EDITOR

### CLASSIC CLARIFICATION

In your response to Andrew Dowler of Nolanville, TX, about the largest Atari 2600/7800 game made, you neglected to mention the 7800 "Super Game Cartridge." The 7800 game Karateka states right on the box that it is Atari's first "1-Meg Super Game Cartridge."

I am also a firm believer in the "classic" game systems, owning an Atari 2600/7800 combo, Vectrex, ColecoVision, NES, as well as a Sega Genesis.

**Mike Prentler**
**Mason, MI**

### 3DO(G) NIGHT

I just got a 3DO and it kicks! My dad bought it with four other free games that are all very cool. It also came with the sample CD and it shows a lot of other cool games, but what I was wondering was that because the 3DO has such excellent smashing arcade quality, why doesn't Midway or someone get MKII for it? Not that I'm rushing it or anything, but they could get it finished in a year. It would be just like the arcade, and I know that if they did make it for the 3DO, everyone would want one. I KNOW THEY WOULD! So it would definitely be a smart move for 3DO. It would of course have blood in it, too. I would also like to say that the 3DO really is cheaper now compared to some upcoming video game systems like the Sega Saturn which I don't think will be cheaper, although I do like Sega. I also think that if they made a really good version from the movie *Speed* for the 3DO, it could also be good because they make really good racing games like Crash n' Burn. Just think of it! You're behind the steering wheel of a big bus going 50 mph non-stop trying to dodge everything in its way, even going over the gap in the road! Any answers on MKII, *Speed*, or other games I might like for the 3DO?

**Ian Meyer**
**Scibner, NE**

*(Ed. Word has it that MKII will be coming to the 3DO next year. It will follow other great titles like Samurai Shodown and Super Street Fighter II Turbo. As for your idea about a* Speed *3DO title, anything is possible. Your ideas sound really cool. Another great driving game is Off-World Interceptor from Crystal Dynamics. Check it out in this issue. Next year should be great for the 3DO.)*

### CLIMBING TO THE NEXT LEVEL

I'm writing to you with some comments about the Sega CD. As a Sega CD owner, I and a lot of Sega CD owners feel ripped off by Sega over the CD. I have invested $250 in the Sega CD to get what Sega called "The Next Level" in video gaming, but almost all the games developed for it have been total crap. Now with the imminent introduction of the 32X (which will be the same story as the Sega CD, I'm sure) and Saturn, Sega is going to just drop software development of regular Sega CD games and abandon us CD owners so all Sega CD owners are stuck with an outdated, underdeveloped CD machine with crap software and wicked memories of broken promises by Sega, so we feel really ripped off by Sega. That is why when it's time for me to decide which system I'm going to buy next (Saturn, PS-X, Ultra 64), one thing's for sure, it's not going to have Sega written on it. I mean if Sega isn't going to look after its most loyal customers—those who invested in the CD—how are they going to succeed?

**Dinesh Perera**
**Danbury, CT**

*(Ed. Sega isn't going to abandon Sega CD owners when the 32X is released. If you happen to have a Sega CD and a 32X, you can play 32-Bit CD games! So you can't say that they're totally abandoning the Sega CD market. Maybe you'll see fewer normal Sega CD titles made, but Sega CD owners will have at least another holiday season of games. Does the Sega CD tarnish Sega's image? Have they lost faith in it too quickly? Many of our readers have said yes, and if those who have been burned by the Sega CD are in the market to buy a new system, maybe they won't go with Sega. Then again, maybe someone who thinks that Nintendo isn't making the new technology fast enough will switch over to Sega. It's just that way and it happens often. However, the gamers are the companies' biggest customer. In the end, they have to appeal to you to survive as a company. We'll just have to see how it all plays out.)*

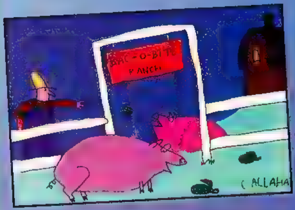
The Sega CD—friend or foe? Has Sega been hasty to abandon it?

## POSTCARD PARANOIA!

**The next time your parents drag you to some lame roadside attraction, be sure to pick up some of the tackiest postcards and send 'em in.**

**To take the sting out of springing real money for an ugly postcard, Sega has volunteered to give the winners one of their new six-button controllers and a Game Gear Carry-All case! Keep your eyes open as ugly can now pay off!**

**This month's winners are some real dogs. If you think you've got what it takes to top these winners, then break out a pen and send your postcards addressed to Interface: Letters to the Editor.**



**Jess Jacobs of Merrimack, NH, hopes you enjoy this postcard as much as he did. Love those 'bits!**

**Welcome to the unnatural world ... Mike Bosley sent us this 'card from the road. Just stay out of the way, got it? Good!**

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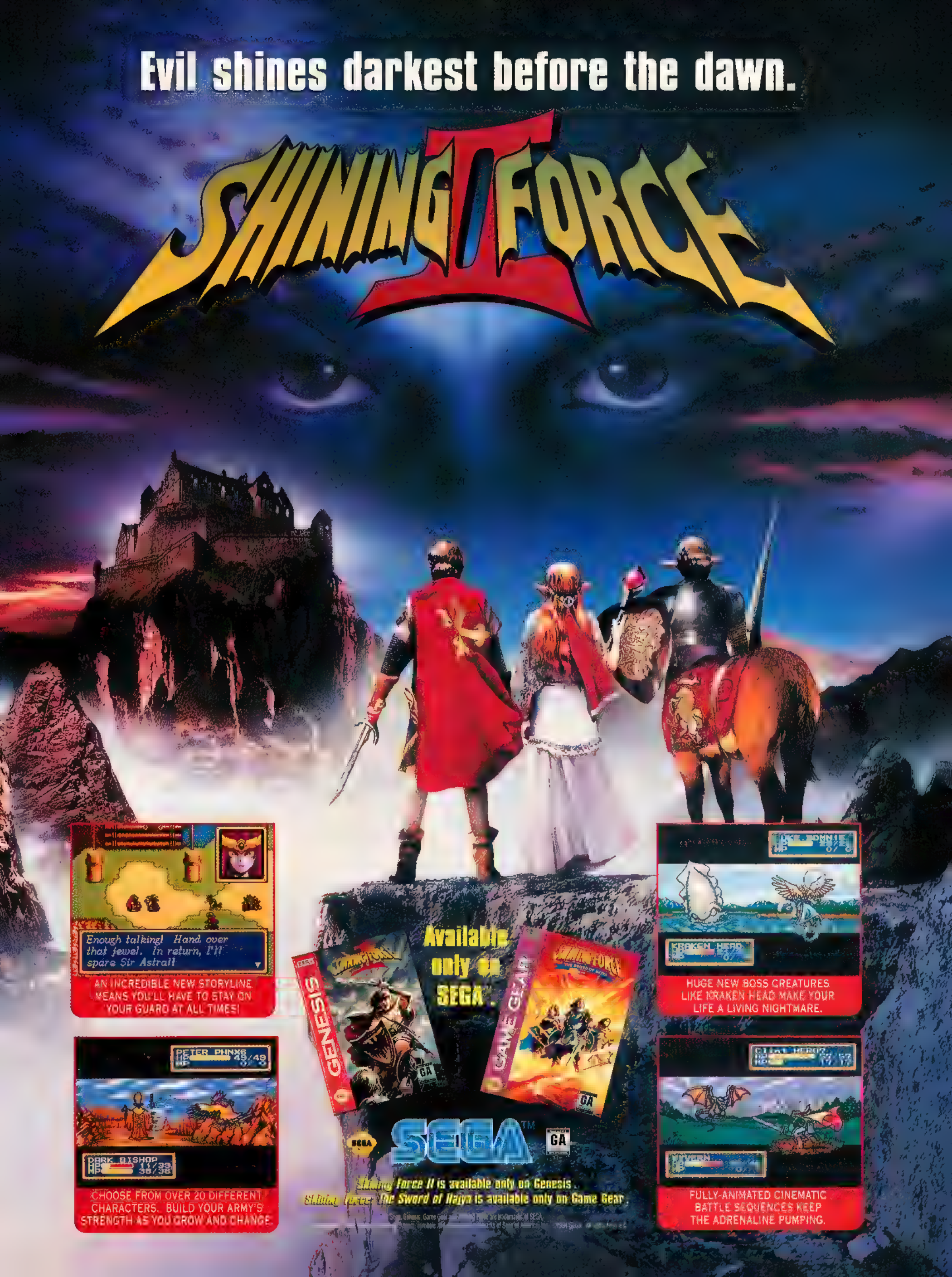
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# INTERFACE

LETTERS TO THE EDITOR

### A WORLD OF MORTAL

I went to Disneyland a few weeks ago. In the arcade there, I found a Mortal Kombat II arcade machine, so I played it. But I noticed that when I did an uppercut, I saw no blood. When I did Baraka's Deep Cut and Shredder I also noticed no blood. Because the owners of Disneyland could reprogram the arcade machine to show no blood, does that mean that, if the owners of MKII arcade machines fool around with the chips in the machine, they could somehow reprogram it so you could play as Jade, Smoke, or Noob Saibot?

**Michael Cheung**
**Monterey Park, CA**

MKII for the Super NES is AMAZING! My vote for game of the year!

Blood, yeah, and tons of it, plus all the bloody fatalities. My big surprise is all the voices and sounds the game was able to reproduce, such as Shao Kahn's sayings and the background announcer.

Two last questions: in the Super NES is Pong in MKII, and can you get to it with a code, and not 250 (ouch!) wins? Are there Kano morphs?

**Robert Ponterio**
**Queens, NY**

*(Ed. I thought all MKII arcade games had blood? What's the deal? Actually, all the Mortal Kombat II (and the original MK) have special settings that the arcade operator can adjust to suit the kinds of people who will be playing the game. At Disneyland and other locations where it's likely for younger kids to play, the blood is turned off. It's an adjustable setting. As for reprogramming the chips, it's illegal to do that, it's called pirating. Some MKII machines have been fitted with a pirate 4.2 chip that has really weird effects. There's no code to get to Pong in the Super NES version of MKII [yet], and playing up to 250 battles just to play Pong would take forever, but it should be in there. Try it for yourself. It would take maybe eight hours. Kano Morphs may be in the game, but we won't find out if it's in there until someone finds out how to do it in the arcade. Upon calling the Acclaim hotline to see if they would divulge any cool tricks or secrets, they just said that they don't know any hidden characters or features. So that's a dead end.)*

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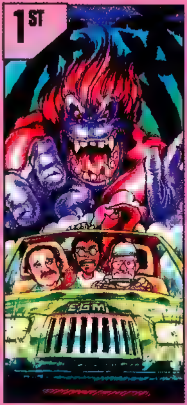

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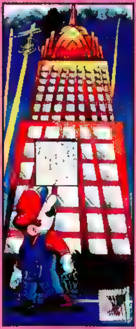
**Providence, RI**



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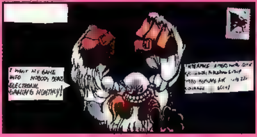
**Manchester, NH**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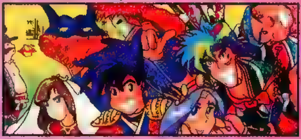
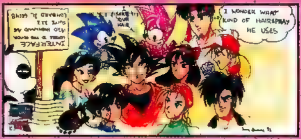
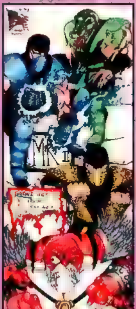
**Richmond Hill, NY**



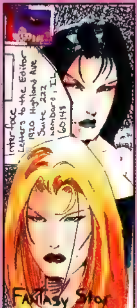
**Daniel Wong**
**Concord, Ontario, Canada**


INTERFACE
I WONDER WHAT KIND OF HAIRSPRAY HE USES

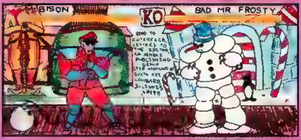
**Jong M. Hwang**
**Buena Park, CA**



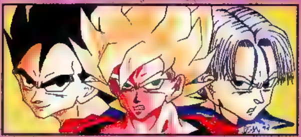
**Jamie Divine**
**Palm Beach Gardens, FL**



**Jim Kenny**
**Terrace Bay, Ont. Canada**



**Steve Toma**
**Los Angeles, CA**



**Sean Armenta**
**Coquitlam, British Columbia, Canada**

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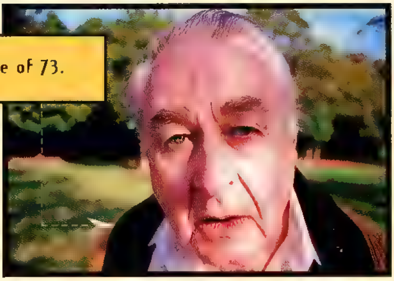
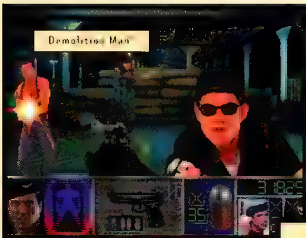
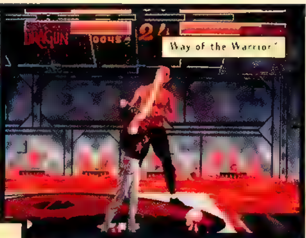
The average male
reaches his sexual peak at age 17.



And lives to the age of 73.

So what do you do with the 56 years in-between?


Demolition Man™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3DO

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The fastest, most technologically

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Full-screen, full color video.

Killer CD sound. In-your-face 3D graphics.

If the 3DO™ system were any more realistic,

you'd be picking alien brain matter

out of your ground down teeth.

So if you're over 17, or just looking

for an alternative endorphin

release, check it out.

Otherwise, heat the milk to 150°,

pour over toast, and call mommy.

Peace.

30
Station Invasion™

T&E SOFT
3rd stroke
52 yards
4mph
HOLE 17
Par3 185y
True Golf Classics™ Waialae Country Club®

Super Street Fighter II™ Turbo

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# REVIEW CREW

## 29 GAMES REVIEWED!!!

**Donkey Kong Country, Lion King, Ren & Stimpy: Time Warp, Star Trek: Star Fleet Academy, Pitfall (SNES), Radical Rex (SNES), Metal Morph, Shaq-Fu, Animaniacs, Pac-Man 2, Lion King (Gen), Boogerman, Lawnmower Man, Animaniacs (Gen), Jurassic Park: Rampage, Virtual Bart, Pitfall (Gen), Mickey Mania CD, The King of Fighters '94, Burning Soldier, Guardian War, AD&D Slayer, Burn: Cycle, Mutant Rampage, Alien vs. Predator, Samurai Shodown GB, Solitaire, Casino Fun Pack, Sonic Triple Trouble**

## MEET THE REVIEW CREW!

### ED SEMRAD

Ed has been in hot water lately. With Donkey Kong Country soaking up so much of his late-night time, 'The Boss' is angry that he hasn't been home much.

**Current Favorite Games:**
**DKC; KOF '94; Lion King**

### DANYON CARPENTER

Dano has been quite happy lately with games like Burn: Cycle and Donkey Kong Country. It looks as if this Christmas season will be a good one for games.

**Current Favorite Games:**
**DKC; Burn: Cycle; Star Control II**

### AL MANUEL

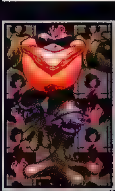
"Hi, Venus!" Seems like Al's got more on his mind than video games. He's been starry-eyed the past few weeks. Must be why some of his scores have been high.

**Current Favorite Games:**
**DKC; Final Fantsay 3; NBA Jam SNES.**

### SUSHI-X

The company spy made his way through the AMOA looking for all the hot arcade games. There were a few surprises and a lot of great games to keep him happy.

**Current Favorite Games:**
**Killer Instinct, Darius III, Virtua Cop, Shodown II**



### MIKE WEIGAND

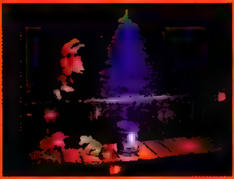
After playing The King of Fighters '94 non-stop, Major Mike is looking forward to his next challenge: Cham-Cham in the up-coming Samurai Shodown II! "Zen-retsu-ken!"

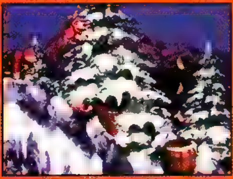
**Current Favorite Games:**
**KOTF '94; Macross (SFC); Dracula X.**

## GAME OF THE MONTH

| Super NES | Nintendo |
|---|---|
| **Donkey Kong Country** | |
| Action | Release: Now |
| Levels: 120+ | 32 Meg |

ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE
PLATINUM





### ED SEMRAD

10

Donkey Kong Country is simply the best game out there. No other game comes close in terms of graphics, pl[illegible]ability and sound. Nintendo does with 16-Bit what others can't do with 32. I loved this game from beginning to end. If you own a Super NES, you have to play it at once. It's like the Mario games with better graphics. Trying to find all the secrets will drive you mad. This game is perfect!

### DANYON CARPENTER

9

Hello? Is this really the Super NES I'm playing? It's hard to believe that graphics and sounds like this are [illegible] from a 16-Bit system. But that's [illegible] all—combine those features with an extremely long and playable game and you have one helluva winner. Who needs 32 or even 64-Bit when Nintendo can keep pulling marvels out of the 16-Bit hat? Donkey Kong Country is simply mind-blowing.

### AL MANUEL

9

I couldn't believe my eyes and ears when I first played DKC! The graphics are so good, you'll think they are ac[illegible]ns from an SGI computer with animation that blows away most of what has been roto[illegible]ed before. The music and sounds are a treat to the ears! What would this be without great pl[illegible]? DKC has some of the finest control, which adds to the overall fun. DKC is a programming marvel!

### SUSHI-X

9

This is one of the few games that is actually as good as the hype. From the incredible computer-rendered [illegible] to the awesome sou[illegible] the game just goes and [illegible] there are tons of le[illegible]ty of tricks, secrets, and loads of technique, but you just have to play it to really appreciat[illegible]r there was a ground-breaking game, DKC is that and more. It's simply one of the most enjoyable carts to date.

# QUARTERMANN'S CHEAT SHEET

# PRIMAL RAGE

### KEY TO MOVES

A-AWAY
D-DOWN
T-TOWARD
U-UP
1-HIGH QUICK
2-HIGH FIERCE
3-LOW QUICK
4-LOW POWER

BUTTONS- (1) (2)
(3) (4)

## ARMADON

**Rushing Uppercut:**
**Hold (1+3), joystick A-D-T**
**Spinning Death:**
**Hold (1+4), joystick A-T-D**
**Eat Human:**
**Hold (all), joystick U-T D**
**Meditation Fatality:**
**Hold (all), joystick T-D-A-T-T**

## SAURON

**Leaping Bone Bash:**
**Hold (2+3), joystick D-U-D**
**Stun Roar:**
**Hold (1+3), joystick A-T**
**Eat Human:**
**Hold (all), joystick D-D-U**
**Flesh Eating Fatality: Hold (1+3), joystick U-U, Hold (all), joystick U-U**

## BLIZZARD

**Mega Punch (Fake):**
**Hold (1+3), joystick D-U**
**Air Throw:**
**push (2+3)**
**Eat Human:**
**Hold (all), joystick A-U-T-D**
**Brain Bash Fatality:**
**Hold (1+2+4), joystick D-D-D-D-U**

## TALON

**The Slasher:**
**Hold (1+3+4), joystick D-T**
**Jugular Bite:**
**Hold (2+4), joystick A-T (only in combo)**
**Eat Human:**
**Hold (all), joystick T-D-A**
**Heart Wrenching Fatality:**
**Hold (1+3+4), joystick T-D-A-U-D**

## VERTIGO

**Venom Spit (Fast):**
**Hold (1+3), joystick T-T**
**Come Slither:**
**Hold (1+3), joystick A-A**
**Eat Human:**
**Hold (all), joystick D-T-U**
**Shrink and Eat Fatality: Hold (2+4), joystick A-A-A, Hold (all), joystick D-U**

## DIABLO

**Mega Lunge:**
**Hold (1+4), joystick D-U**
**The Pulverizer:**
**Hold (1+4), joystick U-T-D**
**Eat Human:**
**Hold (all), joystick D-U-D**
**Fireball Fatality:**
**Hold (2+3+4), joystick T-T-T-T-T**

## CHAOS

**Fart of Fury:**
**Hold (2+3), joystick D-T-U-A**
**Flying Butt Slam:**
**Hold (2+4), joystick D-T-U-DT**
**Eat Human:**
**Hold (all), joystick T-D-A-U**
**Golden Shower Fatality: Hold (1+3), joystick D, Hold (all), joystick A-T-A-T**

Last month we showed you three moves and a fatality for each of the characters in the brand-new arcade game Primal Rage by Time Warner Interactive. This month those carnivores are back in the Q-Letter spotlight with four new moves hot off the presses! Besides the two normal moves and the new fatality move for each character, we're also going to show you a special move where you can eat the humans who interact with you in the different levels you're fighting in. If you can come up with any other secret moves, Drop Trickman Terry a line—he'd be more than happy to hear from you. Happy fighting!

# DOUBLE DRAGON V
## The Shadow Falls

Here's a list of moves for the new fighting game out for the Super NES, Double Dragon V. Featured here are four of the special moves and one finishing move.

**D-Down**
**F-Forward**
**B-Back**
**P-Punch**
**K-Kick**
**L-Light**
**M-Medium**
**H-Hard**
**DF-Down Forward**
**DB-Down Back**

### *Billy Lee*
**Dragon Uppercut: F,DF,D+P**
**Hinge Strike: F,F+LP**
**Dragon Spin: D,DB,B+P**
**Dragon Projectile: B,F+P**
**Finishing Move: Standing Hard Punch**

### *Jimmy Lee*
**Dragon Uppercut: F,DF,D+P**
**Hinge Strike: F,F+LP**
**Dragon Spin: D,DB,B+P**
**Dragon Fire: B,F+P**
**Finishing Move: Standing Hard Kick**

### *Bones*
**Head Throw: D,F+P**
**Eye Zap: D,DB,B+P**
**Gun Shot: F,DF,D+K**
**Vertebra Strike: F,F+MK**
**Finishing Move: Standing Med Punch**

### *Trigger Happy*
**Drill Shot: D,DB,B+K**
**Cannon Blast: B,F+P**
**Force Field: LK, Repeatedly**
**Rocket Uppercut: F,DF,F+P**
**Finishing Move: Standing Light Kick**

### *Dominique*
**Ponytail Bolt: F,DF,D+K**
**Spin Kick: D,DB,B+K**
**Stiletto Kick: Jump Toward, D+MK**
**Slide Kick: D,D+LK**
**Finishing Move: Standing Med Punch**

### *Jawbreaker*
**Yell Projectile: D,DB,B+P**
**Biscuit Spit: B,F+P**
**Flying Head-Butt: F,F+LP**
**Bulldog Shake (close): F,F+HK**
**Finishing Move: Standing Hard Punch**

### *Sickle*
**Air Buzzsaw: F,DF,F+K**
**Ground Buzzsaw: D,DB,B+P**
**Helicopter Spin: B,F+P**
**Energy Blade: D,DF,F+P**
**Finishing Move: Standing Med Kick**

### *Blade*
**Spin Kick: B,F+K**
**Torpedo: B,F+P**
**Slide Stab: F,F+P**
**Blade Ripper: D,DB,B+MP**
**Finishing Move: Standing Med Kick**

### *Icepick*
**Pole Vault: D,DB,B+LK**
**Hammer Head: F,F+MP**
**Ice Dagger: D,DF,F+P**
**Hack n' Slash: LP Repeatedly**
**Finishing Move: Crouching Med Punch**

### *Countdown*
**Flame Thrower: D,DB,B+MP**
**Rocket Dive: F,F+K**
**Breaker Spin: B,F+K**
**Missile Shot: F,DF,D+K**
**Finishing Move: Standing Light Punch**

### *Shadow Master*
**Teleport: F,DF,D,DB,B+P+K**
**Rushing Blade: B,F+P**
**Ground Fireball: B,F+K**
**Shadow Fire: D,DF,F+P**
**Finishing Move: Standing Hard Kick**

### *Sekka*
**Claw Roll Attack: D,DB,B+P**
**Flying Hand Stab: B,F+HK**
**Flying Grinder: D,D+LK**
**Bounce Kick: Jump Toward, D+MK**
**Finishing Move: Standing Med Punch**

Get ready for an all out running, jumping, flying, swimming, spiking, climbing, springing, metamorphic adventure!
MOHAWK & HEADPHONE™ JACK
SOLID SOFTWARE™
A Revolutionary New Game!
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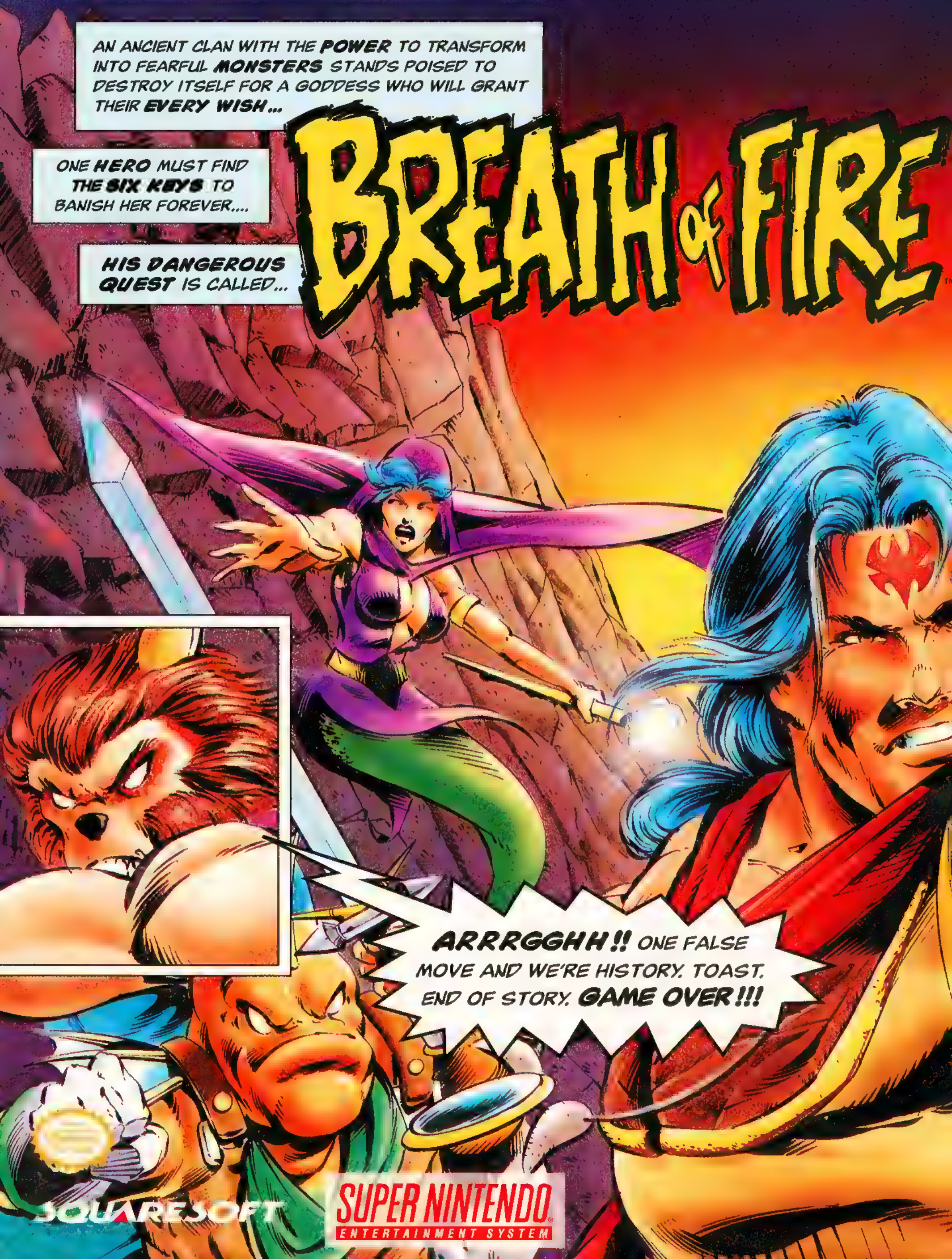
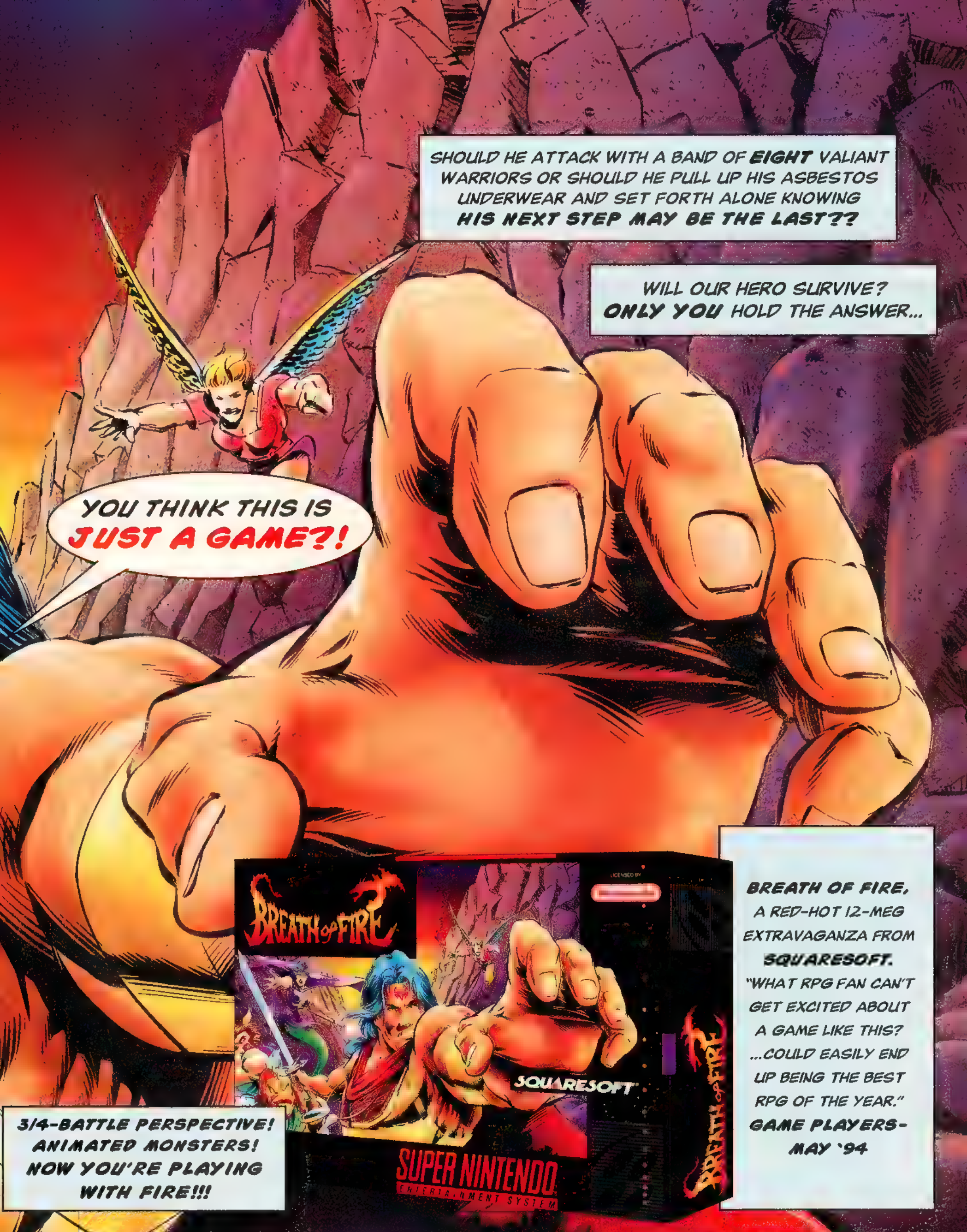

AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH**...
ONE **HERO** MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....
**HIS DANGEROUS QUEST** IS CALLED...
BREATH of FIRE™
**ARRRGGHH!!** ONE FALSE MOVE AND WE'RE HISTORY. TOAST. END OF STORY. **GAME OVER!!!**
SQUARESOFT
SUPER NINTENDO ENTERTAINMENT SYSTEM


SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING **HIS NEXT STEP MAY BE THE LAST??**
WILL OUR HERO SURVIVE? **ONLY YOU** HOLD THE ANSWER...
YOU THINK THIS IS **JUST A GAME?!**
**BREATH OF FIRE,** A RED-HOT 12-MEG EXTRAVAGANZA FROM **SQUARESOFT.** "WHAT RPG FAN CAN'T GET EXCITED ABOUT A GAME LIKE THIS? ...COULD EASILY END UP BEING THE BEST RPG OF THE YEAR." **GAME PLAYERS- MAY '94**
**3/4-BATTLE PERSPECTIVE! ANIMATED MONSTERS! NOW YOU'RE PLAYING WITH FIRE!!!**
BREATH of FIRE
LICENSED BY
SQUARESOFT
SUPER NINTENDO ENTERTAINMENT SYSTEM
BREATH of FIRE

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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### Radical Rex
### Activision/Super NES

Not quite radical enough for me. Radical Rex has a number of good points like very cute graphics and animations, but the control could use some work. This game will probably appeal more to younger gamers with its cutesy theme, otherwise it's more your run-and-smack-enemies-away type action game.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 6 | 6 | 5 | 5 | 6 |

### Pitfall: The Mayan Adventure
### Activision/Super NES

Fans (and owners) of the 2600 game will definitely want to see this 16-Bit upgrade of the Atari-system classic! For nostalgia, the original game has been included in this version. This game features good game play, huge levels (I especially liked the Mine Cart Race Stage), and lots of technique to learn to survive the jungle.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 9 | 7 | 7 | 8 |

### Metal Morph
### FCI/Super NES

Metal Morph has a number of good ideas going for it, it's just that they are not executed very well. For starters, the control wasn't as precise as I had wanted, and the one-hit-and-you're-dead aspect made things maddening (that goes for the shooter levels also). Changing your character shape was innovative.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 6 |

### Star Trek: Starfleet Academy
### Interplay/Super NES

A nice variation on the theme (and departure from the previous Star Trek game), this one is more comprehensive in that it is more than just a shooter—you must master all aspects of a starship's functions. The combat training is a little aggravating at first, with enemies that hit you several times before you even see them.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 6 | 7 | 7 |

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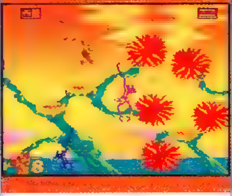
**Super NES** **Virgin**

## The Lion King

| Action | Release: Now |
|---|---|
| Levels: 10+ | 24 Meg |



**8**

The Lion King has the looks and the sounds of the animated movie, but it lacks the intensity that Virgin [illegible] usually have. Some of [illegible] require you to automatica[illegible] and these areas are really annoying. The control is [illegible], and the bonus [illegible] the warthog are fun. Ov[illegible] Lion King is an above-average action game. This would be good if you enjoy Disney's films. Try renting it first.

**8**

Although I'm probably one of the few people that hasn't seen the film, the game more than makes up for it. The [illegible] is simply amazing [illegible] drum beats and [illegible]. You'll also become absorbed into the continually [illegible] story line following [illegible] young cub to ferocious [illegible] game is simply fun to play and never gets frustrating. A good game for those who don't want a toughie.

**7**

Wow! A movie that has an early video game release! That should fare well with fans of the film. As far as the [illegible] it's a fine game loaded [illegible] levels right out of the [illegible] graphics are what they [illegible] expected to be, as are the [illegible] animations. Very [illegible] impressive music [illegible] straight from the film and the digitized voices are near-perfect. I just didn't care for some of the cheap hits.

**8**

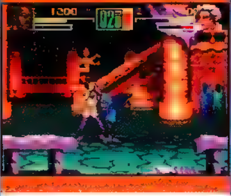
I really enjoyed the movie and was eager to see what they could do with this big title. The game looks very [illegible] its trademark [illegible] colorful collection of [illegible] game follows the movie [illegible] and does an excellent [illegible] some of the [illegible]. The only drawback [illegible] is a bit frustrating to play with quick deaths or cheap-shot hits. Still as young or old Simba it roars!

---

**Super NES** **Electronic Arts**

## Shaq-Fu

| Fighting | Release: Now |
|---|---|
| Levels: N/A | 24 Meg |



**6**

While I'm still confounded by the fact that Shaq is here (Why?), I do like the animation and the graphics. [illegible] music was extremely [illegible] In fact, the only [illegible] really lacks here is the control. This is too slow to [illegible] hard to play a decent [illegible] especially when the computer [illegible] you down in a matter of seconds. Shaq Fu is far too difficult to play for it to be enjoyable.

**5**

First Michael, now Shaquille. Shaq-Fu has some nice options to throw off the monotony of the average [illegible], but this game just [illegible] truly special. The [illegible] average and the tunes [illegible]. The animation of the characters, however, is quite [illegible], but hey, that's [illegible] I guess if you need to see Shaq while B-ball season is over, Shaq-Fu might be your thing.

**5**

Shaq Fu is another entry into the fighting game genre. Why they didn't make a basketball game, I have no [illegible], SF is just another [illegible] ho-hum special moves [illegible] hardly original. And by [illegible] all the male voices are the [illegible] got quite annoying I [illegible] did some of the [illegible] redeeming quality was the smooth animation and decent graphics. An average game.

**4**

Ummm ... are they going make a fighting game out of anyone? Where's Barney? Sure it's got some decent [illegible] and a Story Mode, but it doesn't have the technique. The [illegible] about it is the [illegible] which were done rather well. However, the characters [illegible] special and the game [illegible] doesn't provide the tight control for a good challenge. Fighting fans will get bored with its limited playability.

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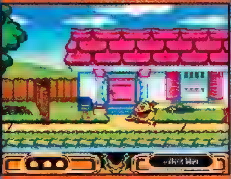
**Super NES** **Namco**

## Pac-Man 2

| Adventure | Release: Now |
|---|---|
| Levels: 4 | 12 Meg |



**8**

Pac-Man was always a favorite of mine, and to see him make a comeback is wonderful. The graphics [illegible] from the cartoon from way back when. It's a comical, [illegible] puzzle game, and the concept of [illegible] a sort-of deity is [illegible] Sometimes Pac-Man doesn't [illegible] you want, and it can [illegible] frustrating. However the whole concept and the way it was done is impressive. It's just plain fun.

**7**

Pac-Man? Where did he get unearthed from? But hey, this game is very cool! Pac's dot-munching [illegible] ago take a back seat [illegible] adventure that's both unique [illegible] fun to play. Playing more [illegible] a point-and-click adventure [illegible] may take hardened Pac [illegible] to adjust. The scenes are [illegible] with fun and comical antics to accomplish before moving onto the next scene. Pac is back!

**7**

Pac-Man 2 is unlike any other action/adventure game I have played before. It's more like a puzzle [illegible] cute, little tasks that [illegible] Pac-Man to do. The main [illegible] of the game is the [illegible] animations of the hero. The [illegible] about the game I didn't [illegible] was that it progressed too [illegible] when I just wanted Pac-Man to run by an area. Overall this is a fun and charming little game.

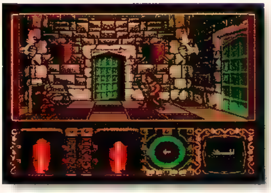
**7**

Good old Pac-Man gets back into video games. This game is filled with great animations and lots of interactive [illegible] more of a puzzle [illegible] you search and then use [illegible] and error to learn to obtain [illegible] It has good player control [illegible] lot of the time your [illegible] moves too slowly or never [illegible] moving. This does get a bit annoying but the looks and interaction will keep everyone playing, young and old alike.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

# Discover the secrets of the Dark Tower.

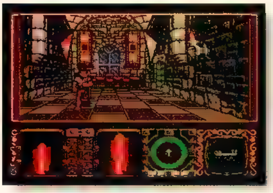
## A once peaceful land has gone stark raving mad.

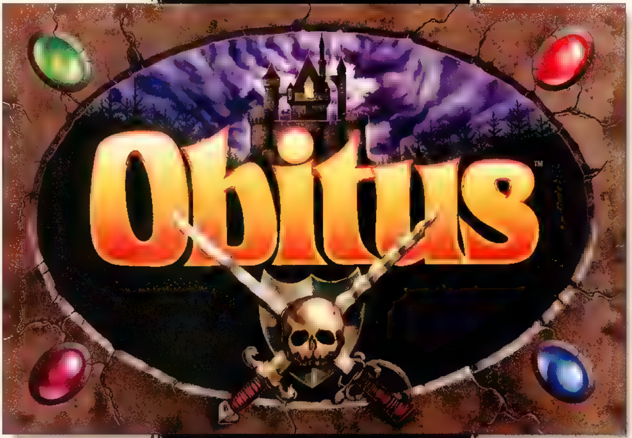


The precious Gems of Tranquillity have fallen into evil hands. Now darkness and chaos rule the kingdom of Obitus. Your challenge is to find the four lost gems and return them to the Dark Tower, restoring light and harmony to the crippled kingdom.

## Step into a world of dark mystery.

Awesome first person perspective view lets you experience this perilous adventure first hand. And 3-D action view screens will show you what's really going on! Make sure you know who your friends are—not everyone is who (or what!) they seem.

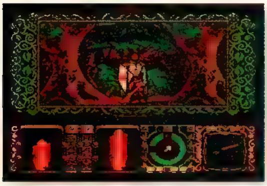




- Dozens of weapons and magical items.
- Battery backed to save your progress.
- Hoards of brutish beasts to battle!

- First-Person and 3-D action view stages.
- More than 12 adventurous areas, including forests, dungeons, castles and catacombs.

Detailed maps and strategies included.



## Chaos rules and survival is up to you.

In forests, castles, dungeons and catacombs, you'll find clues that will lead you to the gems while deranged creatures stand ready to put a gruesome end to your quest. The unequipped adventurer won't get far however. So, stay alert and search every nook and cranny for the items that will assist you in your quest.

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# MAJOR MIKE'S GAME ROUNDUP

## Animaniacs
### Konami/Super NES

A wonderful game that puts Konami back to form! Animaniacs has it all: killer graphics, great sound, challenging levels—in general, everything you'd expect from a Konami game! Fans of the cartoon series will definitely want to check out this title—it is as faithful as Buster Busts Loose was to its source material.

| 8 | 8 | 8 | 8 | 9 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

EDITORS' CHOICE GOLD

## Ren & Stimpy: Time Warp
### T*HQ/Super NES

The first game left me very cold, but this one caught me off guard. I don't think I have seen the cartoon duo look better on a game than this version! The animations are excellent, and their various attacks are characteristically disgusting. The control could be tweaked up a little more, but overall it's an enjoyable title.

| 6 | 8 | 6 | 7 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

## Pitfall: The Mayan Adventure
### Activision/Genesis

Yes! He's back in this long-awaited 16-Bit version! Harry has been given a completely new (and better) look! Tons of technique, killer animations, (not to mention one of the funnier stand-still character movements in recent memory) and challenging levels make this a pleasant experience. A game for any action fan.

| 7 | 8 | 6 | 7 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

## Jurassic Park: RE
### Sega/Genesis

This sequel to the other Jurassic Park for the Genesis more or less covers the same ground in a different way. Unlike last time, there is no movie story line to adhere to, so anything goes. The graphics seem to be better this time around, and the control is punched up a little bit. Fans of the movie and first game will love this.

| 5 | 6 | 5 | 5 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

---

**Genesis** **Interplay**

## Boogerman

| Action | Release: Now |
|---|---|
| Levels: 20+ | 16 Meg |

MA-13
Rated by V.R.C.
Parental Discretion Advised
Mature Audiences
000330

Boogerman is a fun game to play. The graphics and music are lively, especially once you get past the swamp [illegible]y, the first Boss is a riot and should get his own game. The control on Boogerman is top-notch, and there is a lot of technique to be found. After playing a few times, I found out you [illegible] dig and pick zits. There are lots of things to keep you playing. Boogerman is a cool game.

8

Well it's different, that's for sure. In all seriousness, Boogerman is a good game. The boogers, snots, and everything else is a gimmick that will grab you for the first few minutes but wears off quickly. What you are left with is a decent action game that can stand on its own merit: decent play control, good tunes, and a great character. Boogerman is good, clean fun (well, almost) in this everything is evil gaming world. Congrats!

8

Oh, the times they are a changing! Never have I imagined a video game that would employ the use of [illegible]ches, and boogers as a form of attack. I'll give it points for originality and humor value. The animations will crack you up and gross you out. I'm not even sure if that's such a good idea. [illegible] the game as a whole is okay, but it just lacked something. It seemed like just another action game.

5

Originality is this game's strong point. I have to admit the attacks of booger flinging, farting, and belching is [illegible]s. However these attacks seem overdone. The whole Boogerman world seems more like a gimmick than a serious action game. There is plenty of technique but the enemies and levels appear to have a redundant, disgusting look that doesn't seem so unique after a while.

5

**Genesis** **Acclaim**

## Virtual Bart

| Action | Release: Now |
|---|---|
| Levels: 6 | 16 Meg |

GA
Rated by V.R.C.
Appropriate for all audiences
General Audiences

Virtual Bart will probably be ripped on by the other reviewers, but I for one found it annoying at first, but addicting. The animation of the cinemas are great, and the audio is better than my expectations. It's a lot easier than the Super NES version, but that one was too hard for me. I like games that have different types of games in one. Virtual Bart is better than you think. It's a good game that deserves a chance.

8

Virtual Bart is a nice collection of action games that will keep you entertained for a bit, especially the tomato [illegible] that interest wears thin. I never understood why the "virtual" theme was even needed, but this is the buzzword these days. Graphics are decent; sounds are okay, but it's just another Si[illegible] game. Nothing exciting here, folks. Take the safe route and rent this puppy to see if it's your cup of tea.

5

Where did the control go? Someone please tell me where it went because it's definitely not in this game. Because of its lack of control, Virtual Bart is just a game of frustration. A button configuration option would have helped a little. It's too bad, though. There were some neat scenes in the game that would have been really cool if the game played better. On the up side, the game had okay graphics and good voices.

4

The concept is really cool and I like all the wacky games Bart goes through, but it needs to play a lot better. The control gets frustrating and really impedes the enjoyment of the cart. It could have been a great one using the classic Simpson attitude and characters, but the playability wasn't up to the big name. The graphics and sounds are good, but it could have really used some more playable levels.

4

**Genesis** **Konami**

## Animaniacs

| Act./Puz. | Release: Now |
|---|---|
| Levels: 6 | 8 Meg |

GA
Rated by V.R.C.
Appropriate for all audiences
General Audiences

Animaniacs has all the nuances of the cartoons, plus the sounds and looks to go with it. It combines action with puzzle-like features to create an innovatively styled game. However, while I like the three characters, switching between them is too clumsy, and it leads to dying easily. If you enjoy the show, or maybe you just like puzzle games, you'll enjoy this one. All it needs is better control over all three characters.

7

Good stuff, Maynard! I love action/puzzle combos and Animaniacs delivered in a big way! It's a bit tough at first because you need to switch the Animaniacs so often to get through the levels, but like The Lost Vikings, it's all part of the adventure. The puzzles never get overly challenging and the game has everything that makes the cartoon such a riot. Animaniacs is a blast from start to finish!

8

Animaniacs is a cute game featuring those wonderful characters from the famous afternoon cartoon. Thi[illegible]ent action game which utilizes a little more thought because you must know which character to use in a certain situation. Pretty inventive! As far as the graphics and sound go, what else [illegible] say? They are typically good coming from the guys at Konami. Good for kids as well as adults.

7

The Animaniacs are a bunch of hyper little 'toons and this game seems a bit slower paced than you'd ex[illegible]. Konami doesn't disappoint with a game that challenges both your reflexes and your wit. The adorable characters are easy to control and there is a lot of game play involving which character to use in certain situations. It has good graphics and sounds but doesn't quite top the Super NES version.

7

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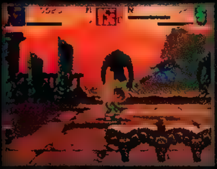
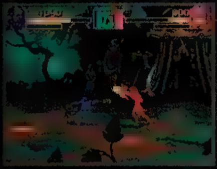
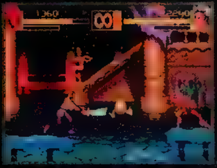


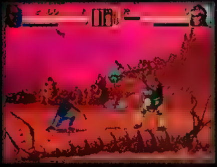
SHAQ-HOUSE DEVASTATES MEPHIS THE SCUMBAG.



SHAQ-ATTAQ ROCKS THE VOO-DOO QUEEN'S WORLD.



TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT.



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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

NYR

### Samurai Shodown
### Takara/Genesis

For those of you wanting bigger fighters than those in the Super NES version, look no further. The scaling is out, but the graphics are very close to the Neo version, with the omission of the fighter Earthquake. There is some slowdown, and the voices are poor, but the moves are very easy to execute. An earnest translation.

| 8 | 8 | 7 | 7 | 8 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

NYR

### Lawnmower Man
### Time Warner/Genesis

More of the movie! This one follows the same game play as the one for the Super NES and provides some cool effects (like the virtua level), but the game is a little on the difficult side. The side-scrolling shooter stages were a little bit bland, but if you were a fan of the movie, then you may want to check this out.

| 7 | 6 | 6 | 5 | 6 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

GA

### The Lion King
### Virgin/Genesis

Like the other Disney movie adaptations, this one does the animated feature justice and provides very good graphics (wait until you see the knock-out graphics in the stampede sequence). There is a lot of technique here, and the game is a little more difficult that the other Disney entries, but nonetheless a worthwhile trip.

| 9 | 8 | 7 | 8 | 8 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

### Guardian War
### Panasonic/3DO

A very strange action/RPG title that just never really comes together. The graphics are far above average, but the action itself is a little disorienting. The battle sequences are well executed, with plenty of spells and other powers for you to acquire, but in general, the action/RPG mix didn't really work.

| 9 | 8 | 7 | 7 | 7 |
|---|---|---|---|---|
| ED | DANO | AL | SUSHI | MIKE |

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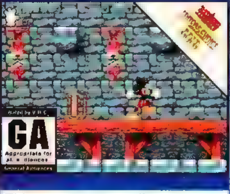
Sega CD Sony Imagesoft

## Mickey Mania

| Action | Release: Now |
|---|---|
| Levels: 26 | CD-ROM |



This game was totally unexpected. Its graphics and effects totally blow me away. Compared to the cart vers[illegible] a few things have been added. However, it's still a great game. The play mechanics are good and diverse enough to keep me interested. Being a fan of the old Disney films, I really enjoyed this one, especially the first level. Of all the action games out for the Sega CD, this is one of the best.

9

What a great game! Mickey Mania is a great cart that truly shows off the evolution of our rodent hero. Spanning from the early, black-and-white days to the comical antics of today are here and a blast from start to finish. But for a CD, there's always that anticipation of something more, but as it stands, Mickey Mania is a terrific game for all you Disney lovers out there. Don't miss this one!

8

I expected a little more from the Sega CD version of this game. Instead, Mickey Mania is just identical to the cartridge version in every respect except for the obvious improvement in the sound quality. I also found the access time to be an annoyance and it detracts from the fun. All in all, the game is still a very good game with great play mechanics and an adorable hero we all know and love.

7

I have to admit it's a great game, however it really doesn't exceed the cartridge-based versions. Still the game [illegible] play and has good graphics. Its only drawback is the access time which does subtract from the overall enjoyment. The play mechanics are excellent and fans of the old Disney style will really revel in this great game. If you're looking for a CD to add to your collection, this is definitely worth it.

8

EDITORS' CHOICE GOLD

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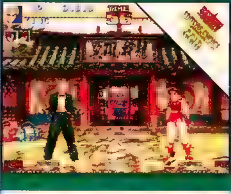
NEO•GEO SNK

## The King of Fighters '94

| Fighting | Release: Now |
|---|---|
| Levels: N/A | 194 Meg |



I love almost all of the Neo fighting games, and when one combines my favorites, of course I'm going to go [illegible]. Seeing the Art of Fighting guys take on the Bogard brothers (Plus Joe) is a real treat. My only complaints are that the Ikari Warriors are too powerful, and the [illegible] characters are too weak. The balance of the game was thrown off by this. It still looks and plays great however. As usual.

9

Eek! Another Neo•Geo fighting game. KOF '94 is definitely the big boy of the group; 24 characters is nothing to sneeze at! The Team Player Option is very cool and the game really cruises along at a decent pace. The backgrounds are simply unbeatable. The detail and the music are incredible. [illegible] has enough distinguishing features to really make it stand out in a field that is jam-packed with competitors.

9

King of Fighters is another great fighting game for the NEO•GEO. The graphics are, by far, the best of all the fi[illegible] the system. Everything almost looks 3-D. And like all other NEO•GEO games, the music and sound are exceptional. I totally dig the Team Mode where you can pick a team of three characters and pit them against another team. I just wish that all the characters from the other games were included.

8

This has got to be one of the best fighting games for Neo. Most of your favorite characters from other games are here to fight alone or in teams. The graphics and sound are definitely top-notch, Neo•Geo style. It plays just like the other Neo games and fans of the other fighting games will love it. There is a great variety of characters, moves, and competition. I only wish you could split the teams up.

8

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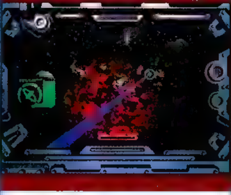
3DO Panasonic

## Burning Soldier

| Shooter | Release: Now |
|---|---|
| Levels: 18 | CD-ROM |



I normally hold full-motion games in disdain. Of all the Sewer Shark clones out there, this has to be the most e[illegible] all of them. Burning Soldier is a tad too easy, but the Two-player Mode and difficulty settings help out a lot. The video is crisp and clear, and the music is great. The ending was long, and it was worth the time spent playing it. If you own a 3DO, you should consider picking this one up. It's brainless fun.

7

These games seem to be becoming the norm for CD-based systems, but that's not necessarily a good thing. [illegible], the video quality is surprisingly good but it's just something to look at. The action wasn't exciting enough to keep my interest for very long. Even the [illegible] levels didn't pick up the pace. For shooter fans, I guess this game would be alright, but for me, I just wasn't impressed.

6

Burning Soldier is a mindless shooter for mindless shooter fans like me! Who cares about interactive gaming where you have to deal with confusing controls and gauges? The majority of this game is just total "eye candy" with tons of cool visuals. The full-motion sequences are done well! Great music and sounds top off a challenging shooter. Those wanting more in a shooter may be disappointed with this.

7

The full-motion video is done extremely well and really adds to this shooter. The game itself isn't anything to [illegible], just your typical front view shooter. The big attraction here are the superb backdrops that the action takes place on. I think the game looks great but as a shooter it isn't that fun due to the linear, forward scrolling. Die-hard shooter fans may not think it is intense enough, but it does look hot.

6

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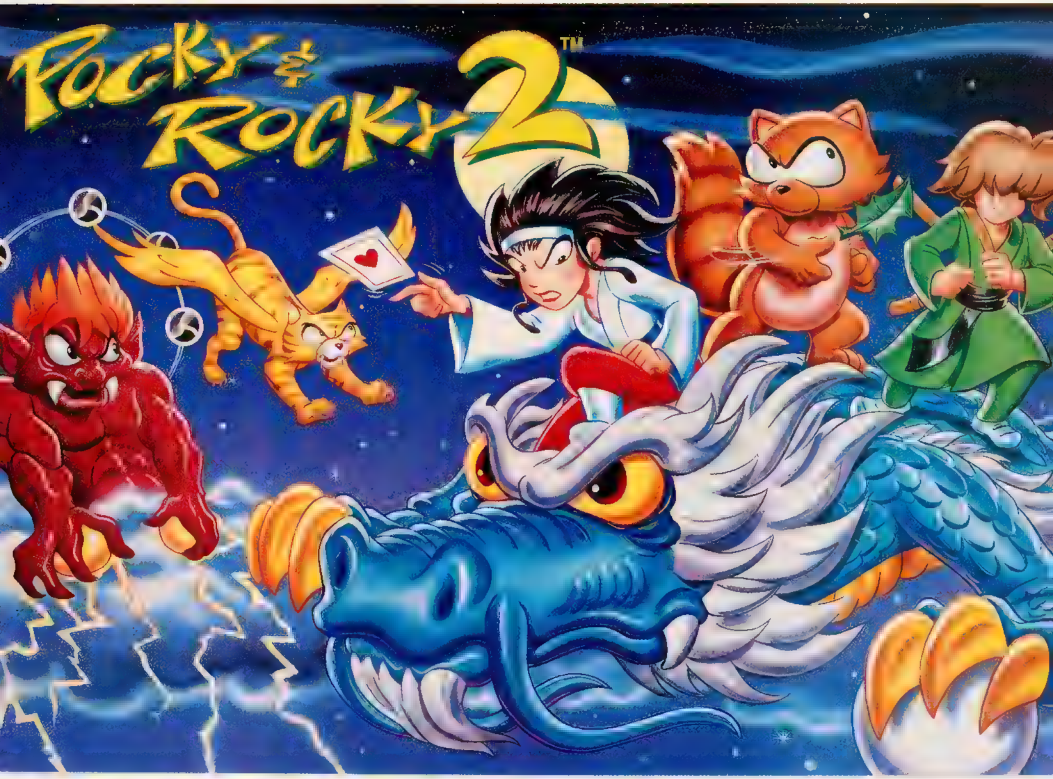

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# REVIEW CREW

## MAJOR MIKE'S GAME ROUNDUP

### AD & D Slayer
### SSI/3DO

You definitely won't get the same game twice with this cart's four billion dungeons! This is an engrossing adventure game that RPG fans will definitely take to instantly. The graphics are well done, there are plenty of characters to pick from, and the ability to create your own player-character is a big plus.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 9 | 7 | 6 | 6 | 7 |

### Mutant Rampage
### Philips/3DO

A side-scrolling Final Fight-type game that tries awfully hard, but nonetheless comes up short. The problem was I didn't find the fighters very distinctive, and their moves were somewhat bland. The graphics are nice (accompanied by some truly rockin' music—keep in mind this is CD-i), but it never worked for me.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 6 | 5 | 5 | 5 | 6 |

### Solitaire Funpak
### Interplay/Game Boy

This is the type of game made for the portable system—Solitaire Funpak is a thorough card game title with several games to play. If you are a solitaire player, then this game will definitely provide a challenge. The graphics are simple as is the game play itself. Overall, this is a worthy addition to any card video game library.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 6 | 6 | 5 | 5 | 7 |

### Samurai Shodown
### Takara/Game Boy

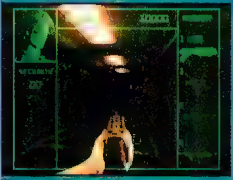
A very good portable version of the Neo•Geo arcade smash! Almost everything is here—the fighters, the moves, and the look. This one seemed a lot more fun to play on the Super Game Boy than on the small screen, but nonetheless, fans of the game who are "on the go" will not be disappointed with this one.

| ED | DANO | AL | SUSHI | MIKE |
|---|---|---|---|---|
| 8 | 7 | 7 | 7 | 8 |

**Jaguar** **Atari**

## Alien Vs. Predator

| Action | Release: Now |
|---|---|
| Levels: N/A | 16 Meg |



I'm a big fan of both the Alien and the Predator movies, and this game's graphics are good enough to pull you right into the game. Unfortunately, the game play was not very well thought out. You almost always take a hit when fighting and you can't jump over acid. Why do the Aliens leave all [illegible] around? That's not like them. Where's the music? Is it an option I missed? It's okay as far as I'm concerned.

**6**

This puppy has been in the works for quite some time now. AVP is a good take on the growing first-person perspective, kill-everything games. Being able to play as an Alien, Predator or a Marine tremendously helps the replay value. However, the drawbacks come in the form of choppy animation and frequent cheap hits. The levels are huge, which is also a big bonus, but there aren't enough items to interact with.

**7**

This is one license that could have been a really great game. AVP suffers from a serious case of bad play control. The scrolling in AVP is choppy. There should have been a jump capability, because there are times when you kill an Alien and their acid blood gets on the floor and you have no choice but to go through it. Unfair! On the good side, the graphics are adequate, but that just isn't enough.

**5**

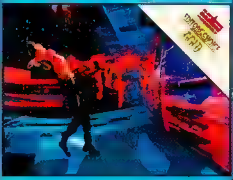
I like the whole Alien and Predator idea but this doesn't reflect the action of the comics or other games. The green drab look doesn't really catch your eye and the weapons aren't very impressive. This doesn't seem to capture the elements of Doom or Wolfenstein that became instant computer classics. It doesn't have an addictive quality to the levels, although it does have big levels to map and explore.

**5**

**CD-i** **Philips**

## Burn Cycle

| Adv. / RPG | Release: Now |
|---|---|
| Levels: N/A | CD-ROM |



Burn: Cycle is a great interactive mystery that must be seen to be believed. The combination of video and interactive mystery is superb. The story is hard-core cyberpunk, and nothing is left to the imagination. There are puzzles to solve, and plot lines to unravel. It [illegible] you every step of the way. The video footage doesn't become overbearing. This is yet another great game on the CD-i.

**9**

Just sitting down and playing Burn: Cycle for 10 minutes isn't the way to enjoy it. It must be played like a movie, which it does a nice job of imitating. The characters, story and graphics are all top-notch. The strict time limit can be bothersome, but really adds to the suspense. This is one game you will definitely find yourself wrapped up in. If you don't have a CD-i by now, Burn: Cycle will definitely change your mind.

**9**

Ho-hum! Burn: Cycle is just a game where you move a player one space at a time through mazes and [illegible] while avoiding and/or killing enemies. It's too slow and tedious for me. It *does* have a pretty cool story, but the slow progress of the game just kills it for me. Yes, the graphics are pretty and the sounds and voices are nice, but this game really needed to be a little more exciting.

**6**

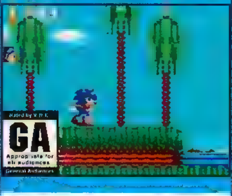
It seems as though all of the CD-ROM titles that are out rely on full-action video and sound to sell the game. Even though Burn: Cycle has some of these qualities, it was different than the other cyberpunk point-and-click games. It is one of the few titles that actually has an interesting enough story to keep you coming back for more! If you're really into thinking games, Burn: Cycle's at the top of its class

**8**

**Game Gear** **Sega**

## Sonic Triple Trouble

| Action | Release: Now |
|---|---|
| Levels: N/A | 4 Meg |



Sonic Triple Trouble is just what you'd expect from any of the other Sonic GG games. It's colorful, fast, and very close to the Genesis games but a bit choppy. The biggest downfall of STT is that it doesn't really do anything new with Sonic. It's more of the same. However, it plays well for the small screen, and in itself, is quite fun. Having played them all, I just wasn't impressed. Hopefully something new will be done.

**7**

He's baaack! Sonic just can't seem to go away. Although the game is nothing new in terms of things to do and enemies to defeat, it does have the ability to keep you entertained. Not all games can say that. As always, the control is very precise and the game is colorful, but there is always that feeling of playing the same game over and over. Any Sonic fan would do well to check out this latest adventure.

**7**

Now don't get me wrong—just because I gave this game a six, I *do* like the game. There are many elements in Sonic Triple Trouble that make it a great game (i.e., great graphics and animation along with good play control). It's just that I've seen it all before. I just feel like I'm playing the same game but with different graphics. This game just needed a touch of originality. But if you're a Sonic fan, you'll love this game.

**6**

This game is pretty much the same old Sonic theme, but I have to admit that I enjoyed it. The animations are done very well, along with the graphics and sounds. For a portable it is very fun to play and can easily keep you busy. It isn't very unique, but the big levels, choice of [illegible], and classic game play make it a quality game. Although the whole Sonic concept is getting strained, you can't help but admit to its quality.

**7**

# Can you beat Mad Dog to the Lost Gold?

# MAD DOG II
## the Lost Gold

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**CD Shooting Game**

This action-packed adventure will challenge your shooting skills confronting banditos, renegades, and Mad Dog's men. Select one of three different guides and experience a variety of trails in a quest to beat Mad Dog to the lost gold and return with it to the old mission where the longest interactive battle ever filmed awaits the more skilled game player.

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3DO

*The Arcade Smash Hit by* AMERICAN

[illegible]

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*NO PURCHASE NECESSARY. To enter: Complete an official entry form found inside the package of NCAA Football or print your name, address, telephone number, age, favorite NCAA football team jacket/jersey size on a 3" by 5" card. Each entry must be mailed separately to: "We're Putting YOU In The Game," P.O. Box 4021, Grand Rapids, MN 55730-4021. Entries must be received by 6/30/95. For Official Rules, send a SASE to Box 646, Sayreville, NJ 08871-0646. VT & WA residents omit return postage. Void where prohibited. This promotion is not sponsored by the NCAA, Nintendo or Sega.

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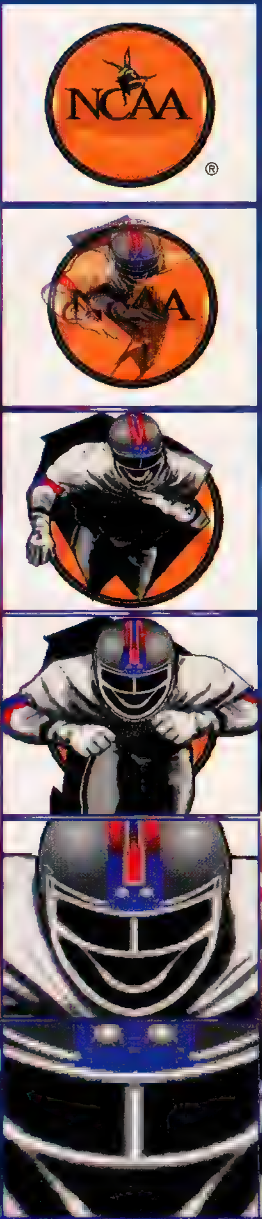
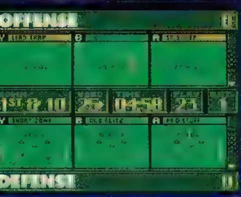
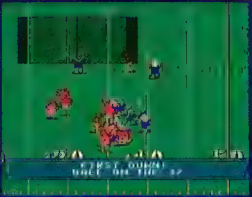
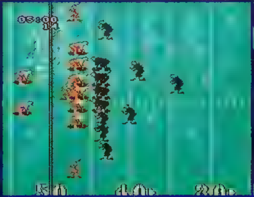



OFFENSE
1ST & 10
04:58
DEFENSE

Forty NCAA teams and dozens of plays from real college playbooks!


FIRST DOWN!
BALL ON THE 3?

Great player graphics and 12 mb of power! Feels like the arcade!



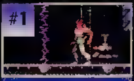
You choose the field conditions - rain, snow, sunshine and more!

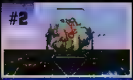
Right from the opening screens you'll know this one is real!

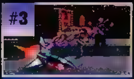
# EGM'S HOT TOP TENS

## TOP TEN SEQUELS THAT DIDN'T WORK

Once in a great while you play a game that's so good you can't wait to play the sequel. Then when the long-awaited sequel finally arrives, it doesn't quite meet your expectations. You expected all the qualities that made the original so great. Instead, part two falls a bit short and lacks the magic that got you hooked in the first place. That's life in the gaming trenches.

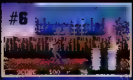

**#1**
STRIDER RETURNS
U.S. GOLD/GENESIS

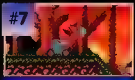

**#2**
AFTER BURNER III
SEGA/SEGA CD


**#3**
DOUBLE DRAGON V
TRADEWEST/SNES

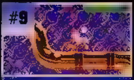
**#4**
GOLDEN AXE 3
SEGA OF JAPAN/SEGA DRIVE

**#5**
FINAL FIGHT 2
CAPCOM/SNES


**#6**
ROLLING THUNDER 3
NAMCO/GENESIS

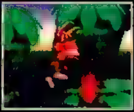

**#7**
BLASTER MASTER 2
SUNSOFT/GENESIS

**#8**
WING COMMANDER 2
MINDSCAPE/SNES


**#9**
BUBSY 2
ACCOLADE/GENESIS

you ELLENA?...
d not recognize you.
**#10**
WANDERERS FROM YS III
SAMMY/SNES

## EDITORS' TOP TEN



The king of the jungle has returned, and he is determined to stay for a very long time.

| | | | | |
|---|---|---|---|---|
| #1 | DONKEY KONG COUNTRY/NINTENDO | SNES | 1 Month | △ |
| #2 | DEMON'S CREST/CAPCOM | SNES | 4 Months | ▽ |
| #3 | STAR CONTROL II/CRYSTAL DYNAMICS | 3DO | 3 Months | - |
| #4 | SUPER RETURN OF THE JEDI/JVC | SNES | 2 Months | - |
| #5 | MORTAL KOMBAT II/ACCLAIM | SNES | 3 Months | △ |
| #6 | SUPER STREET FIGHTER II/CAPCOM | SNES | 5 Months | ▽ |
| #7 | WILD GUNS/NATSUME | SNES | 3 Months | - |
| #8 | R-TYPE III/JALECO | SNES | 2 Months | △ |
| #9 | EARTHWORM JIM/PLAYMATES | GEN | 1 Month | △ |
| #10 | POCKY & ROCKY 2/NATSUME | SNES | 8 Months | - |

## READER'S TOP TEN

The blood bath begins. The long-awaited sequel to MK has finally hit the streets on all platforms. It comes as no surprise that it is all over the top three. This is truly the best home version to date. Street Fighter Who?

**#1 MORTAL KOMBAT II/SNES**

Look for the Kano and Sonya transformations.

**#2 MORTAL KOMBAT II/ARCADE**

Why play the arcade when you can play a carbon copy at home?

**#3 MORTAL KOMBAT II/GENESIS**

The very impressive Sega version ranks in at third place.

**#4 ETERNAL CHAMPIONS/GENESIS**

The CD version will blow the original away.

**#5 ACTRAISER 2/SNES**

Just wait until you see the third installment.

**#6 STREET FIGHTER II/SNES**

Hasn't this game gotten a little old by now?!

**#7 MORTAL KOMBAT/SNES**

For those of you who can't afford the sequel.

**#8 SUPER STREET FIGHTER II TURBO/ARCADE**

Now you can play as a little Akuma in the arcades!

**#9 DONKEY KONG COUNTRY/SNES**

The jungle fever starts in November. It will drive you ape.

**#10 SUPER STREET FIGHTER II/SNES**

Will Cammy ever get her revenge? Maybe next issue.

3DO

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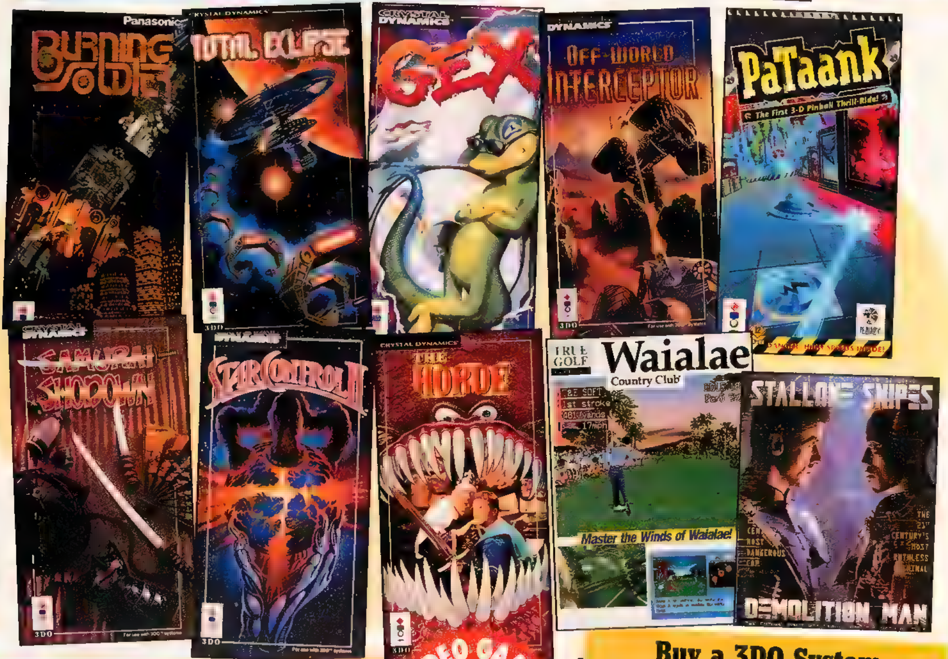
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Total Eclipse
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Gex
Crystal Dynamics
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# EGM'S HOT TOP TENS

# Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of Sept. 18, 1994

## 3DO

| | | | |
|---|---|---|---|
| #1 | ROAD RASH/ELECTRONIC ARTS | 1 Month | △ |
| #2 | WAY OF THE WARRIOR/UNIVERSAL INTERACTIVE | 1 Month | △ |
| #3 | AD&D SLAYER/ELECTRONIC ARTS | 1 Month | △ |
| #4 | GUARDIAN WAR/PANASONIC | 1 Month | △ |
| #5 | SHOCK WAVE/ELECTRONIC ARTS | 3 Months | ▽ |
| #6 | JOHN MADDEN NFL '94/EA SPORTS | 2 Months | - |
| #7 | BURNING SOLDIER/PANASONIC | 1 Month | △ |
| #8 | SOCCER KID/THE 3DO COMPANY | 1 Month | △ |
| #9 | MAD DOG II/AMERICAN LASER GAMES | 1 Month | △ |
| #10 | ALONE IN THE DARK/INTERPLAY | 2 Months | ▽ |

## SUPER NES

| | | | |
|---|---|---|---|
| #1 | MORTAL KOMBAT II/ACCLAIM | 1 Month | △ |
| #2 | BREATH OF FIRE/SQUARE SOFT | 2 Months | - |
| #3 | THE DEATH AND RETURN OF SUPERMAN/SUNSOFT | 1 Month | △ |
| #4 | MAXIMUM CARNAGE/ACCLAIM | 1 Month | △ |
| #5 | SUPER STREET FIGHTER II/CAPCOM | 3 Months | ▽ |
| #6 | TETRIS 2/NINTENDO | 1 Month | △ |
| #7 | BRAIN LORD/ENIX | 1 Month | △ |
| #8 | POWER RANGERS/BANDAI | 1 Month | △ |
| #9 | THE SECRET OF MANA/SQUARE SOFT | 8 Months | ▽ |
| #10 | THE INCREDIBLE HULK/U.S. GOLD | 1 Month | △ |

## GENESIS

| | | | |
|---|---|---|---|
| #1 | MORTAL KOMBAT II/ACCLAIM | 1 Month | △ |
| #2 | BILL WALSH COLLEGE FOOTBALL '95/EA SPORTS | 1 Month | △ |
| #3 | COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP/SEGA | 1 Month | △ |
| #4 | MAXIMUM CARNAGE/ACCLAIM | 1 Month | △ |
| #5 | MS. PAC-MAN/TENGEN | 3 Months | △ |
| #6 | WORLD SERIES BASEBALL/SEGA | 6 Months | ▽ |
| #7 | THE INCREDIBLE HULK/U.S. GOLD | 2 Months | ▽ |
| #8 | PGA TOUR GOLF II/EA SPORTS | 1 Month | △ |
| #9 | SUPER STREET FIGHTER II/CAPCOM | 3 Months | ▽ |
| #10 | RISK/PARKER BROS. | 1 Month | △ |

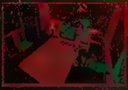
## SEGA CD

| | | | |
|---|---|---|---|
| #1 | STAR WARS 3-D: REBEL ASSAULT/JVC | 3 Months | - |
| #2 | AD&D EYE OF THE BEHOLDER/SEGA | 1 Month | △ |
| #3 | BRUTAL: PAWS OF FURY/GAMETEK | 2 Months | △ |
| #4 | VAY/WORKING DESIGNS | 3 Months | △ |
| #5 | FORMULA ONE WORLD CHAMPIONSHIP/SEGA | 2 Months | ▽ |
| #6 | HEIMDALL/JVC | 3 Months | - |
| #7 | DARK WIZARD/SEGA | 1 Month | - |
| #8 | TOMCAT ALLEY/SEGA | 4 Months | ▽ |
| #9 | RISE OF THE DRAGON/SIERRA | 6 Months | △ |
| #10 | POWERMONGER/ELECTRONIC ARTS | 1 Month | - |

## GAME GEAR

| | | | |
|---|---|---|---|
| #1 | MORTAL KOMBAT II/ACCLAIM | 1 Month | △ |
| #2 | ALADDIN/SEGA | 5 Months | ▽ |
| #3 | PINBALL DREAMS/GAMETEK | 1 Month | △ |
| #4 | SONIC SPINBALL/SEGA | 1 Month | △ |
| #5 | THE INCREDIBLE HULK/U.S. GOLD | 2 Months | △ |
| #6 | X-MEN/SEGA | 8 Months | ▽ |
| #7 | NBA JAM/ACCLAIM | 7 Months | △ |
| #8 | SONIC CHAOS/SEGA | 10 Months | ▽ |
| #9 | ECCO THE DOLPHIN/SEGA | 4 Months | ▽ |
| #10 | POKER FACE PAUL'S SOLITAIRE/SEGA | 1 Month | △ |

## NUMBER ONE GAME FOR EACH SYSTEM



**3DO**

Road Rash
Electronic Arts

**SUPER NES**

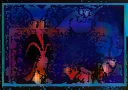
Mortal Kombat II
Acclaim

**GENESIS**

Mortal Kombat II
Acclaim

**SEGA CD**

Star Wars 3-D:
Rebel Assault JVC



**GAME GEAR**

Mortal Kombat II
Acclaim

# EGM'S HOT TOP TENS

# REGISTER YOUR VOTE

## WITH ELECTRONIC GAMING MONTHLY

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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**Don't agree with the Review Crew? Want your opinion to count? Call the EGM Top Ten Hotline and VOTE today!**

After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / MORTAL KOMBAT II
2. SNES / STREET FIGHTER II TURBO
3. SNES / ACTRAISER 2
4. SNES / SUPER EMPIRE STRIKES BACK
5. SNES / SUPER STREET FIGHTER II
6. SNES / STUNT RACE FX
7. SNES / DONKEY KONG COUNTRY
8. SNES /EARTH WORM JIM
9. SNES / SUPER METROID
10. SNES / TETRIS 2
11. SNES / SUPER RETURN OF THE JEDI
12. SNES / SUPER MARIO ALL-STARS
13. SNES / THE JUNGLE BOOK
14. SNES / SUPER STAR WARS
15. SNES / AERO THE ACRO•BAT
16. SNES / STUNT RACE FX
17. SNES / DEMON'S CREST
18. GENESIS / MORTAL KOMBAT II
19. GENESIS / EARTH WORM JIM
20. GENESIS / STREET FIGHTER II CE
21. GENESIS / JURASSIC PARK
22. GENESIS / MORTAL KOMBAT
23. GENESIS / LETHAL ENFORCERS 2
24. GENESIS / STREETS OF RAGE 3
25. GENESIS / SONIC THE HEDGEHOG 3
26. GENESIS / SONIC SPINBALL
27. GENESIS / CONTRA: HARD CORPS
28. GENESIS / CASTLEVANIA: BLOODLINES
29. SEGA CD / SNATCHER
30. SEGA CD / SONIC CD
31. SEGA CD / GROUND ZERO, TEXAS
32. SEGA CD / HEART OF THE ALIEN
33. SEGA CD / SILPHEED
34. SEGA CD / MORTAL KOMBAT CD
35. DUO / STREET FIGHTER II CE
36. DUO / DRACULA X
37. 3DO / ROAD RASH
38. NEO•GEO / WORLD HEROES 2 JET
39. NEO•GEO / FATAL FURY SPECIAL
40. NEO•GEO / ART OF FIGHTING 2
41. NEO•GEO / KING OF FIGHTERS '94
42. NES / KIRBY'S ADVENTURE
43. NES / MEGA MAN VI
44. GAME GEAR / MORTAL KOMBAT II
45. GAME GEAR / THE INCREDIBLE HULK
46. ARCADE / MORTAL KOMBAT II
47. ARCADE / SUPER STREET FIGHTER II TURBO
48. ARCADE / MORTAL KOMBAT III

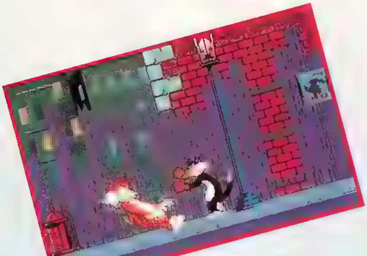
Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through November 30.

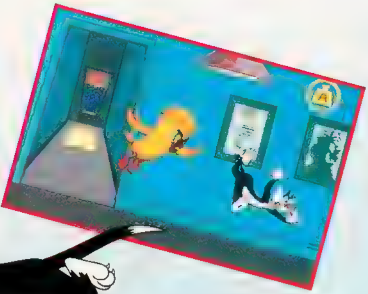
Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148

# Sylvester and Tweety in CAGEY CAPERS

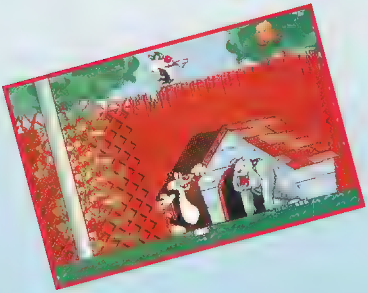
## "BAAD OL' PUTTY TAT!"

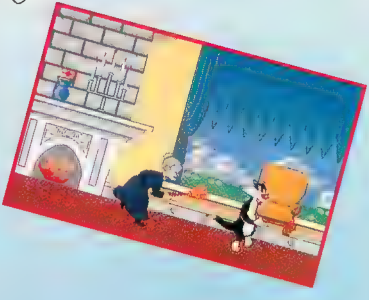
Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.





"Hello Breakfast!"





- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!

TIME WARNER INTERACTIVE

**Time Warner Interactive, Inc.**
675 Sycamore Drive
Milpitas, CA 95035-0782

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GENESIS

LOONEY TUNES

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

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# GAMING GOSSIP

...SONY TO GET MORTAL KOMBAT III...
...PLAY STATION SIGNS BULLFROG...
...SEGA TO OVERHAUL SATURN SYSTEM?...
...32X PACK-IN GETS VIRTUA IN U.K...
...STREET FIGHTER MOVIE UPDATE...
...HASBRO UNLOADS VR SYSTEM...
...DRACULA X COMING TO ALL MACHINES...
...MK2 KOLLECTOR'S MAGAZINE COMING...

...Time to kick off another month of gossip as yours truly takes to the gaming field with the latest and greatest goodies from inside and out the biz. The Q's been prowling the sidelines for the latest dirt from the hottest names in gaming, while the powers that be each try to up the other for the coveted title of best game system in the world! So sit back and let the Q deliver the news as only the rumor-meister can ... Here's the lead-in of the year, kiddies: Seems a deal has been signed by Williams and Sony for Mortal Kombat III to light up PlayStation machines when that piece of hardware hits store shelves next November. The Q-Mann expects to see some angry words on the horizon since, according to sources close to the deal, the ink is already dry on this contract. Nintendo, the company that touted its recent pact with the arcade giant just months ago, is rumored to be none too pleased with the arrangement —especially since their next gen machine, the Ultra 64, is expected to intro head-to-head with Sony's gear at about the same time ... Contrary to some reports, there is NOT an O. J. Simpson game under development (although a driving sim where your goal was to stay below 55 would at least be unique!) ... Not to be completely outdone, sources tell the Q-Mann that Mortal Kombat III **will** be coming out for the Ultra 64 and possibly the 3DO in much the same way that Super Street Fighter II is being released for Trip's big machine...

...What's the deal Sony USA? The Quartermann is starting to think you're asleep at the wheel! While both Sony Europe and Sony Japan are dishing out the good stuff on your upcoming game system and softs, with marketing and sales teams intact, the folks on this side of the Atlantic/Pacific are having difficulty even returning calls from the press. Although the Q loves the extra workout, you'd think with all the furor over Saturn, Super Genesis, Ultra 64 and other VR machines, you'd be all over the head eds ... In other PlayStation news, the Quartermann has learned that Bullfrog Entertainment in the U. K. has just signed a contract with Sony worth a guaranteed $4 million (or 2.5 million pounds, whichever dollar jargon you prefer) ... Look for Sega to dish out an eight-player adapter called Team Player that will be fully compatible with all existing Sega Sports titles. Upcoming entries in the line will take advantage of the functions available from this device ... Meanwhile, in other Sega news, the Q-Meister has discovered rumors that Sega is in the process of a complete hardware overhaul of their Saturn unit. While taking this mega-machine out of orbit would be unexpected, they are rumored to be retooling the unit to give it more horsepower for the same price tag. Seems Sega is already starting to feel the heat from rival next gen machines nearly a year before those battles begin...

...In other news, Nintendo's big ape has apparently got bugs (and not fleas or ticks) from swinging around in the programming jungle. These programming bugs are rumored to be giving developers a hard time and conventional exterminating techniques are meeting with little success. These programming bugs may cause the launch of Donkey Kong Country to be pushed back, but Nintendo does have their top exterminators on the problem. The Q guesses that the jungle will be free from pests in time for their big launch in November ... In Europe, Sega's 32X is being packaged with Virtua Racing Deluxe, not a bunch of stinking $10 coupons for six different first generation 32X games set to clock in at $60 each. However, in other pack-in news, Sega plans to pack in the Lion King with the Genesis on our side of the pond this Christmas. Take notice game companies, any effort to pare down costs by launching big Bit game machines that have no software pack-ins will be met with serious resistance from yours truly ... Nintendo sources have told the Q-Mann that Donkey Kong Country is a possibility to be packed in with the Super NES (it's a for-sure thing in England), but talk of the big ape being packed in with the Super NES this Christmas is raging because sales of the 16-Bitter have been flat in recent months...

...Dracula X is coming next year for the Sony PlayStation and for the Super NES as well as Sega's 32X from Konami ... Early word on the big-budget Street Fighter movie isn't good, according to sources close to the Q. Not only are the characters pale imitations of their video alter-egos (look at Guile, Ryu, Honda, ewwwwww!), the decision to put the focus of the movie on the shoulders of Van Damme as Guile has been eliciting boos during previews in my area ... In addition, a recent article claimed that Capcom is going to choke on more than a million copies of the home Street Fighter game ... Viacom's getting ready to rock in the new year with the Brothers Grunt and Phantom 2040 for the Super Nintendo and the Sega Genesis...

...Hold onto your Oreos, Q-Fans, for this important Gaming Gossip update! Remember a while back I broke the news of Hasbro's intro into the gaming business with a 32-Bit portable VR system? Well, Nintendo just bought the technology and will be packaging the Hasbro device as their own in Japan just in time for the holidays. The U.S. release, of course, will be early next year ... That just about wraps it up for this installment of Gaming Gossip, as moi must go catch a plane and interview the stars of the upcoming Mortal Kombat movie! Speaking of MK, don't miss out on the official Kollector's magazine coming soon from the folks that bring you EGM! It should be in stores any day. Until next time...

**- QUARTERMANN**

ROCKET SCIENCE

>>■C-OME(IN(■■XX D-OOYOUOREA-D...TULLY!...■■IS THAT YOUX?.))))DO YOU R.EAD-ME...TU-LLY?...I'M(■■GONNA )}..)FRY YOUR AS*S±THIS IZ X.■■ ■ROCKET.))))SCI-ENCE...GAME.1...LOAD-STAR.■■■DO((()))U RE-AD. )E.■■.. THIS I(...) ROCK

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# things to do with your **quarters** after you've **got our games**:

❶ Buy some **thumbpads.**

❷ They make **great shades**
(no UV rays at all.)

❸ You could build a **scale model** of Elvis.
(that's his dimple.)

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SEGA
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get true arcade action at home
(and keep your quarters.)
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it's gonna be one hot summer.

**Hidden Bosses in Fighter's History!**
To find them, call the Data East Tipline!
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For hints & tips on all Data East games
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Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).

# PRESS START

# SEGA SET TO GIVE NINTENDO A KNUCKLE SANDWICH

It seemed that Sega of America was in a bad fix recently. Sega's top executives couldn't find Knuckles the Echidna or so the press release said.

It was all an awesome publicity stunt to set gamers all over the world up for the century's ultimate game launch.

"Knuckles was causing quite a stir. He had everyone going and was at large, refusing to play along with Sega's marketing plans," Sega sources reported.

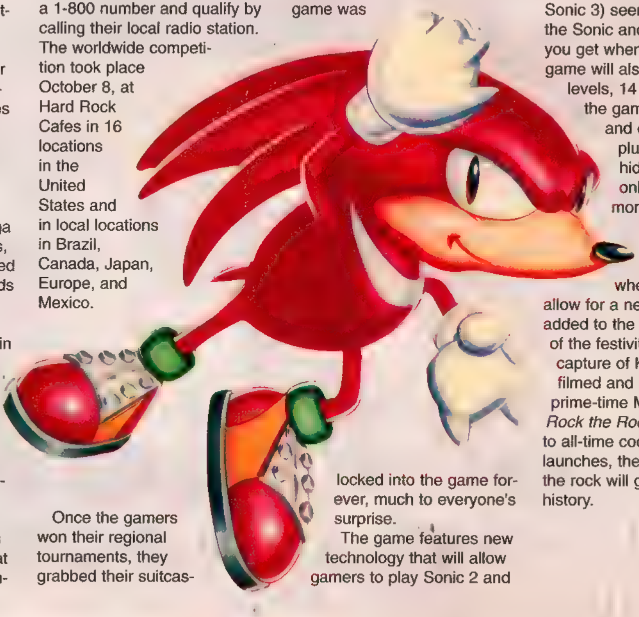
Everyone knew that the star of the game wasn't missing—character animations in games don't disappear, except in the cases of power failure or programmer errors. Everyone in the gaming media knew that wasn't the case, but we all played along to see what Sega was cooking up. The releases, the faxes, and all of the colored paper that was changing hands added to the excitement of whatever was to follow.

The details started to flood in on Knuckles, the gaming fugitive. The APB was posted.

"MTV and the Hard Rock Cafes around the world were joining Sega in the search for their newest, high-priced gaming mascot who was on the run," a press release read. They needed to find Knuckles in time for his big launch gig at Alcatraz. The plot was thickening and the purpose of the missing mascot headlines was becoming apparent.

Sega arranged for a high-security cell on the island of Alcatraz to be the site of a competition for hardcore gamers.

Gamers from around the world had to bring their suitcases, packed and ready to go, along with their quick fingers, to a participating Hard Rock Cafe location. They could also phone a 1-800 number and qualify by calling their local radio station. The worldwide competition took place October 8, at Hard Rock Cafes in 16 locations in the United States and in local locations in Brazil, Canada, Japan, Europe, and Mexico.



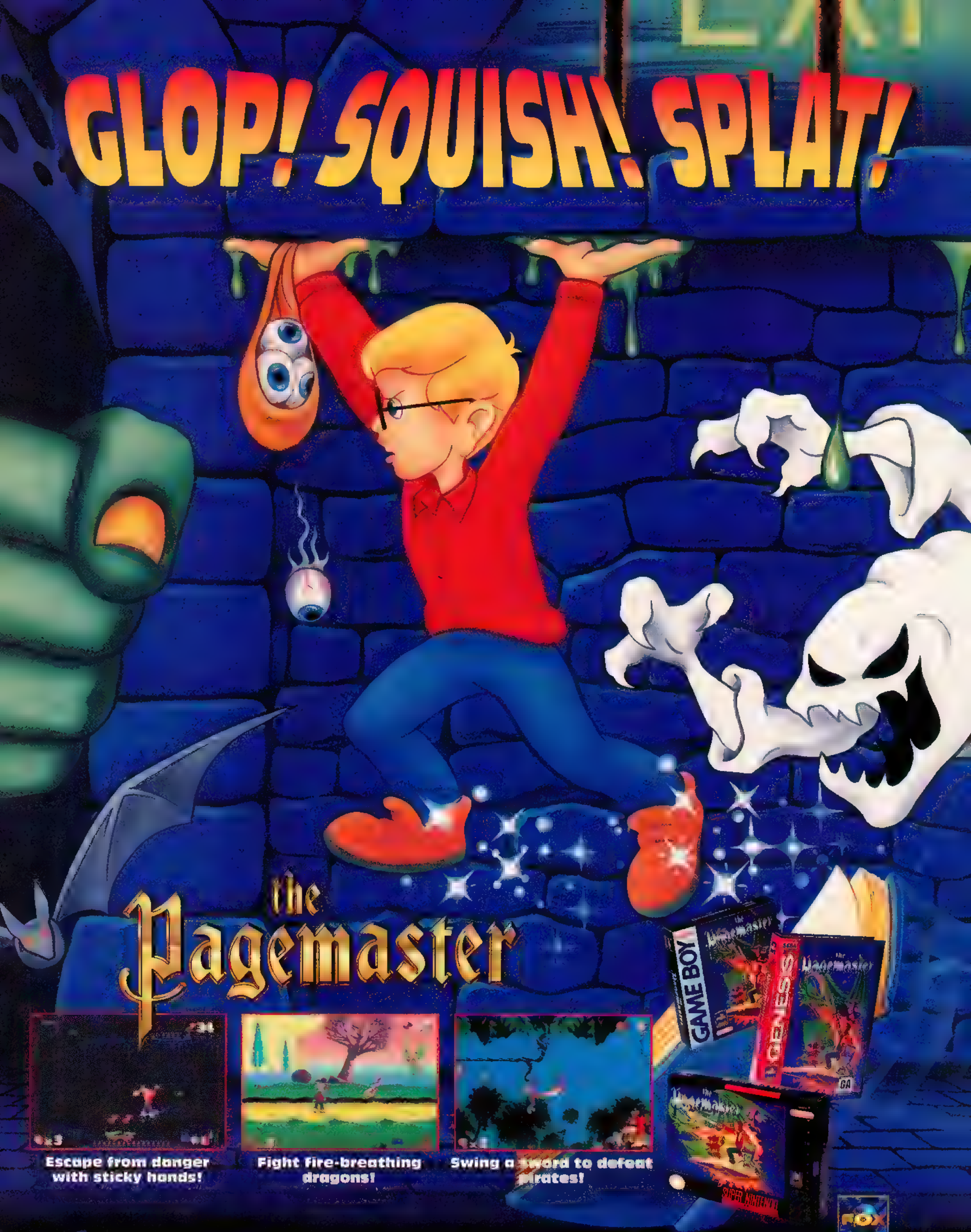
Once the gamers won their regional tournaments, they grabbed their suitcases and were then flown to San Francisco. They were transported to Alcatraz to take part in the worldwide launch. Gamers were transported in a motorcade, then taken by cruiser to the island.

The hype continued and Sega was worried that Knuckles wouldn't be caught in time. But some fine detective work tracked down the star of their new game was locked into the game forever, much to everyone's surprise.

The game features new technology that will allow gamers to play Sonic 2 and Sonic 3 as Knuckles or Sonic, and find new areas in each of those games using Knuckles. The games are backward compatible and a new concept in video game play.

The developers of the Sonic series had to build this feature in when they were making the original games.

Not only will the new technology make the games you already have (Sonic 2 and Sonic 3) seem new again, but the Sonic and Knuckles cart you get when you buy the game will also have seven new levels, 14 acts (if you play the game as Knuckles), and eight new levels plus one super secret hidden level that can only be seen in this month's *EGM*. It's the first time a company has thought ahead when making titles to allow for a new player to be added to the game later on. All of the festivities, including the capture of Knuckles, was filmed and put into a half-hour prime-time MTV special called *Rock the Rock*. When it comes to all-time cool video game launches, the Knuckles gig on the rock will go down in gaming history.


GLOP! SQUISH! SPLAT!
the Pagemaster
GAME BOY
GENESIS
SUPER NINTENDO
FOX INTERACTIVE

Escape from danger with sticky hands!

Fight fire-breathing dragons!

Swing a sword to defeat pirates!

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# IF YOU DON'T HAVE EYES IN THE BACK

YOU'RE ALL ALONE
IN A SPACE COLONY.
EXCEPT FOR THE
HUNDREDS OF KILLERS
WAITING TO GUN YOU
DOWN LIKE A DOG.

THEY'RE IN FRONT
OF YOU. IN BACK OF
YOU. TO YOUR LEFT.
TO YOUR RIGHT.

BASICALLY,
YOUR CHANCES
ARE PATHETIC.

THE KEY TO SURVIVAL?

SHOOT THE
LIVING SNOT OUT OF
EVERYTHING IN SIGHT,
THEN COLLECT MORE
WEAPONS OFF THE WARM
DEAD BODIES.

## OF YOUR HEAD, YOU'RE DEAD MEAT.

SHOTGUNS, HAND GUNS, LASERGUNS, GRENADES, FLAMETHROWERS, ROCKET LAUNCHERS...

IT HELPS IF YOU'RE RUTHLESS.

IF YOU AREN'T, YOU'RE DEAD MEAT.

THE FIRST 3-D, 360-DEGREE, FIRST PERSON SEARCH AND DESTROY MISSION ON SEGA™ GENESIS.™

**ZERO TOLERANCE**™

**ACCOLADE**

# WORLD SERIES A BUST, BUT GAMERS CAN STEP INTO THE ELECTRONIC BATTER'S BOX

This year's major league baseball season is history, but there's a way for you to make your own 1994 baseball memories become reality from the comfort of your own home.

You can swing for the Green Monster or pull the ball into the ivy in straight-away center field or face some of the toughest pitchers in the major leagues without breaking any windows.

No, the baseball strike wasn't a bad dream, but one company may just give baseball fanatics their much-needed baseball fix.

Sports Sciences has developed the first Virtual Reality baseball bat.

The bat is called Batter Up and it is compatible with a number of video games already out on the market.

That's right. You can hit pitches thrown at you from pitchers in your favorite video games.

The two most notable games that Batter Up works with are Ken Griffey, Jr. Major League Baseball for the Super NES and World Series Baseball for the Sega Genesis.

Batter Up is dual compatible for both the Genesis and the Super NES and plugs into a controller port using a cable.

Gamers hook the $69 bat into the controller port and step into the video gaming batter's box.

The electronically programmed, 24-inch, blue-and-black foam-covered bat calculates whether the batter strikes out, singles, or puts one deep over the wall into left field.

After you take a cut, follow the flight of the ball into the park, if the pitcher doesn't blow the ball by you.

Watch for those inside fast balls, up and in tight. A little chin music may be just the tune strike worn baseball fans would enjoy hearing. Make sure Mom's expensive lamps and knickknacks are out of the way when you step into the invisible batters batter's box and go for the fence in Batter Up.

# NEW CONTROLLER WILL MAKE YOU THE MVP OF YOUR SPORTS GAMING BLOCK

Naki just scored a touchdown and you will be the one going for the two-point conversion.

The Nakitek MVP arcade joystick is one sophisticated controller that will have you blasting by the competition.

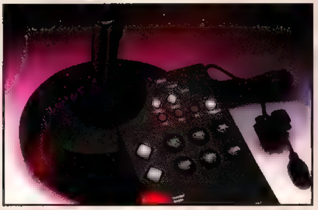
Sports gaming enthusiasts won't want to go without this latest innovation in controller technology.

The MVP (Most Valuable Player) joystick will allow you to put up some pretty big numbers on the gaming gridiron, on the ice or in the outfields of your favorite baseball game.

Whatever sport you like to take to the gaming field with, peek at this joystick.

It has some new capabilities that gamers have been waiting for, including the new Triple Play Options. These include a variable Speed Option, multidirectional movement, including various angles and directions that normal controllers don't allow you to move in.

The joystick will allow you to stop on a dime plus rotate and move in directions you never thought were possible when playing your favorite sports video game. It will truly allow you to move players you control at any angle. For example, a basketball player can now pass or dribble in any direction, instead of being limited to four



The MVP joystick will enable gamers to manipulate the speed of the characters on the screen. With the joystick configuration, the football player can run slow, medium, or fast plus back pedal or fake out members of other teams.

This feature will allow you to run circles around the competition. For realistic 3-D cyberaction, gamers can manipulate objects on the Z axis, from the background to the foreground, creating a 3-D effect. In flying and racing games, players can propel objects forward and backward to outmaneuver opponents. All of Nakitek's controllers are dual system compatible for gamers who own both the Genesis and the Super NES. The MVP controller will cost $49.99. If you're a sports fan, this one will help you score often.

## LAST MINUTE UPDATE

### CAPCOM AND DATA EAST ROUND 2

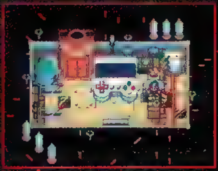
The soap opera-like saga of Capcom and Data East has gone into the second round. Remember the dispute over whether Fighter's History infringed on Capcom's Street Fighter II copyrights or not? Capcom, in its opposition to Data East's previous summary judgment motion, claimed that Capcom was entitled to submit the entire matter to the jury.

Judge William Orrick of the United States District Court for the Northern District of California stated, "As such, Capcom's argument that it is entitled to submit both games to the jury, simply because the court found some expression in Street Fighter II to be protectable is without merit."

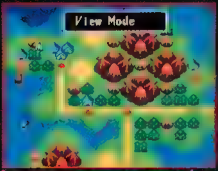
The judge went on to rule concerning Capcom's claim that miscellaneous game features such as the Attract Mode and Vs. Screens as well as the selecting of players, tracking vitality, and designating winners were protected and that Data East had infringed their copyright by using those features. The judge stated, "As such, there is no triable issue of fact with respect to the unprotectable nature of Street Fighter II's miscellaneous game features. Data East is entitled to summary judgment with respect to this category of alleged similarities."

The court battle between the two companies continues and we'll have all the drama.

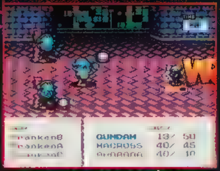
# ANOTHER GREAT RPG FROM ENIX!



THE INVENTION MACHINE! GIVE YOUR CREATIONS LIFE!



CHECK OUT THE PLANET ON YOUR "VIEW" SCREEN. GOTTA KNOW WHERE YOU'RE GOING!



GREAT ANIMATION! HEY, FIGHTING DOESN'T HAVE TO BE BORING!

YOU'VE GOT THE KEYS TO YOUR DAD'S INVENTION MACHINE! GO CRAZY!

CREATE AND COMMAND YOUR OWN SMALL ARMY OF ROBOTS! CREATE WEAPONS, ARMOR & ITEMS!

EXPLORE A TOTALLY NEW PLANET AND VISIT PLACES IN OUTER SPACE! COOL...

SUPERIOR GRAPHICS AND SOUND!

OVER 35 HOURS OF GAME PLAY...

FROM THE CREATORS OF ACTRAISER AND SOULBLAZER!

# ROBOTREK

ROBOTREK
SUPER NINTENDO

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ENIX

## WAY OF THE WARRIOR ON 3DO PUTTING UP ONE HECK OF A FIGHT

In the first few weeks Way of the Warrior has been available nationwide, it's been selling very well.

The first hard-hitting fighting game for the 3DO Interactive Multiplayer system has become the fastest-selling 3DO software title.

Way of the Warrior, the most anticipated 3DO title of the year, has garnered mixed reviews, but those who buy the games have the last word.

"This game is definitely the number one title in the market right now. Way of the Warrior has been the hottest selling title we've ever had for the 3DO system," said Peter Roithmayr, senior buyer of electronics for Electronics Boutique.

WAY of the WARRIOR

Naughty Dog developed the title for Universal Interactive Studios Inc., a unit of MCA. Way of the Warrior was the company's first product.

The music of Geffen recording artists White Zombie is featured on the soundtrack.

# NINTENDO–KING OF THE NIKKEI BUSINESS JUNGLE

For the fourth year in a row Nintendo's on top of the annual ranking of excellent companies in Japan. The ranking is conducted by the Nihon Keizai Shimbun. The companies listed high are generally financially healthy and they have a large share of their respective markets.

This year Sony Music Entertainment came in second, and Fuji Film came in third. Many other large companies like Matsushita Electric (Panasonic) and Sega slipped in the rankings. On this year's list Sega ranked 13 and Capcom was number 21 in the posted rankings.

Sega's highest ranking in the past five years was in 1993, when Nintendo was first and Sega was ranked fifth. The analysis is based on NEEDS-CASMA, a unique technique developed by Nikkei using a specialized analysis technique gauging potential growth, popularity, and market share.

# VIDEO GAME VERNACULAR THE TALK OF THE TOWN

Gamers, like skateboarders, have a certain lingo that they have developed as they play.

A subculture of sorts, gamers of today seem to have invented, an alien tongue that is turning living rooms into arcades with their special clubhouse jargon.

The video game culture has definitely arrived, with three out of every four American families owning a gaming console.

Gamers are creating a huge and inventive slang vocabulary of "Tendo Speak" that puts the lingoes of the present day to shame.

After jockeying more than 30 million calls from die-hard game players and trading tips with video game players from across North America, Nintendo's game counselors have put together a brief glossary of what gamers mean when they're "Viddin." Now you'll be able to dissect the dialect and make sense of what gamers around you are saying. You'll not only be able to understand the lingo, but you'll be able to join in.

Here are a few excerpts from the game glossary.

So let's crank some pink puffs and dissect the lingo.

**Boss:** a monster known as the Boss confronts the main character at the end of each level of an action game. Learning spin moves, counter punches, and parying tactics may give kids the interpersonal skills they'll need to deal with the boss of the future.

**The Code:** the elusive set of controller instructions that allows players to skip easy levels, and gain supe-powers to evade harm. Not to be confused with the maddening array of PIN numbers, key codes, and phone access sequences used by adults, video game Codes are sought after by kids through a secret underground of gamers in the know.

**In the Zone:** the point where you can't do any wrong, even if you try to lose a live the only way you can do it, is to hand your mom or dad the controller.

**Crankin':** on a role and having a good time and lots of success in the game they are playing.

**Hit Points (HP):** are not points one gets from pounding on a younger sibling and get points for each whack. When gamers use this term, they are referring to real points that they build up, that increases their power when playing role-playing games (Zelda, Illusion of Gaia, and Final Fantasy III).

**Power-Up:** it sounds like a new drink, but it's really the name for what's happening when a character gets visibly muscular or larger on-screen.

**Warp:** when your kids tell each other to warp, it's not obscene. They are telling each other to skip the easy levels by using a built-in feature of the game to get to a higher level.

## SEGA OF JAPAN THINKS SONY WILL FIGHT IT OUT WITH THEM FOR GAMING'S TOP SPOT

Reports out of Japan from Sega's top man suggest that Sony, not Nintendo, will be Sega's biggest rival in the coming year.

The president of Sega of Japan doesn't consider Nintendo and their Ultra 64 machine to be that much of a threat.

He feels that Sony and its PlayStation will be their main competition in the coming year.

"Sony is a much stronger company than another company that I cannot name," said Sega's Hayao Nakayama in a subtle reference to Nintendo.

Nakayama went on to say that, although Sony is new to video games, they have many years of experience in the consumer marketplace. Later this year, several of gaming's top companies will be unveiling their next generation of home game machines. None of the new machines will be compatible with the existing Super NES and Genesis machines. Sega's banking on the 32X in the U.S. this Christmas.

Parents Beware!
Do not let
your child
read this.

TAMPER PROOF SEAL × TAMPER PROOF SEAL ×
Do not tamper

National Council
for
Keeping Children Well-Behaved.

# Warning!

**Digital Pictures** is attempting to sell your child completely addictive entertainment products.

- These are not cartoons.
- They are 100% full-motion interactive

CD ROM MOVIES.

- These are not **Games** the whole family can enjoy.
- They do not meet the gentleness standard of the National Council for Keeping Children Well-Behaved.
- Unchecked, these products will unduly excite our nation's youth!

# Corpse Killer

No friendly little shooter, but a horror movie that becomes your worst nightmare – and you're in it!

Part of a Navy SEAL team en route to a remote Caribbean island, you are commissioned to terminate the insane Dr. Hellman and his army of undead criminals.

When things go awry, you find yourself alone, dying of voodoo poison, and slowly turning into a zombie. Do you save yourself? Rescue your companions? Complete the mission and eliminate Hellman? All three? No matter what, pick up your gun and start shooting.

"...what are we doing holed up in a bloody graveyard?"

It's said this man can destroy the world. He can also save your life.

How do you kill what's already dead?

Julie Barnes. Who is she and what does she want?

# Slam City

## With Scottie Pippen

Head to the cage and see whether you can run with some of the best streetballers around. It's live, in-your-face basketball. One-on-one, on the blacktop. Played the way it was meant to be.

Drive, dunk, steal, shoot the fade-away. Do whatever you gotta do to get past Fingers, Juice, Mad Dog, and Smash, and you may just earn enough respect points to face Mister Scottie Pippen himself – not a computerized animation, but the real world champion, pin a real game, head-to-head, for the first time ever.

That's Mister Scottie Pippen to you.

Brittany loves a winner. And only a winner.

get up

Meet Mad Dog. Ear plugs are optional.

# Supreme Warrior

Enter the dojo of the grandmaster of all fighting games. Become a weapon of vengeance. Side kicks. Front kicks. A flurry of palm heels. A double-deadly body blow. And that's just the beginning. Unleash your Buddha Palm. Your Leopard Strike. And dozens of other hidden moves. You wanna fight cartoons? Get real!

Only you stand between this man and the massacre of an entire village.

Pretty treachery...devoted to knocking you off.

Fight real-life martial arts experts in real-time and on location in ancient Hong Kong.

Wanna be a martial arts movie star? Now you've got a fighting chance!

National Council for Keeping Children Well-Behaved.

# Go No Further!

These games are not designed by wholesome cola-drinking college boys with bad haircuts. They are the products of seasoned Hollywood professionals. Professionals who intend to do everything in their power to enslave our youth.

Experts report Digital Pictures' current technology is years ahead of the nearest competitor. Parents accustomed to CD ROM games with refreshing pauses and frequent blank screens will be in for a nasty surprise.

The distressing facts:

- InstaSwitch™ technology eliminates any and all delays.
- No lags, no breaks.
- Action is continuous and instantaneous.
- Days could pass before your child stops for nourishment.

Look out for these symbols!

InstaSwitch THE INSTANT RESPONSE VIDEO

DigiChrome

What's more, Digital Pictures' sinister DigiChrome® technology processes flamboyant colors and flagrant images in ways even our most brilliant scientists can't begin to fathom. Digital Pictures' engineers have overcome hurdles insurmountable by other game companies. This outrageous and unfair play-power advantage is akin to Digital Pictures using dynamite when everyone else has only slingshots. A dangerous notion indeed!

## This must be outlawed!

National Council *for* Keeping Children Well-Behaved.

# Stop

Does your child exhibit any of the following strange behavior patterns?

- Excited conversations with on-screen characters.
- Sudden waves of nausea brought on by cartridge-based games and computer-generated graphics.
- Frequent complaints that everything else is "kids' stuff" and/or "just cartoons."

The effects are undeniable. After just one exposure, a Digital Pictures product can damage ●●●●●●●●●●●● ➤ your child for life.

KODAK
50
KODAK LPP 6046
8

Know them. Understand them. Face the threat they present. These Digital Pictures aren't ordinary video games. They are full length interactive movies. They use real actors. Hollywood directors. And the best special effects money can buy. Is it any wonder our children will be helpless to resist?

This must be stopped, **and stopped now!**

## Corpse Killer

| | |
|---|---|
| SEGA CD™ | November |
| SEGA 32X CD™ | December |
| MAC CD ROM | November |
| PC CD ROM | March |
| 3DO | November |

## Supreme Warrior

| | |
|---|---|
| SEGA CD™ | November |
| SEGA 32X CD™ | December |
| MAC CD ROM | March |
| PC CD ROM | April |
| 3DO | November |

## Slam City

| | |
|---|---|
| SEGA CD™ | November |
| SEGA 32X CD™ | December |
| MAC CD ROM | Coming soon |
| PC CD ROM | December |
| 3DO | March |

!@#$%& real.
Too !@#$%& real.
real.

100% FULL MOTION VIDEO!

3DO

SEGA

Digital Pictures

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™, Sega CD™ and Sega 32X CD™ System.

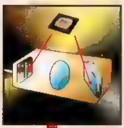
Sega, Sega CD and Sega 32X CD are trademarks of Sega Enterprises, Ltd. All rights reserved. " 3DO, the 3DO logos, and Interactive Multiplayer are trademarks of The 3DO Company."

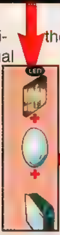
# EXCLUSIVE FIRST LOOK AT NINTENDO'S NEW 32-BIT VIRTUAL REALITY SYSTEM

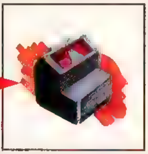
Nintendo's new 32-Bit Virtual Reality 3-D system may have had its roots in the military.

The new technology uses the Private Eye technology used by air traffic controllers and the military in the Gulf War. The actual system they used featured a head-mounted unit.

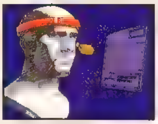
Nintendo's portable unit will look much like this GAF viewfinder, to give you the 3-D Virtual Reality in a box.

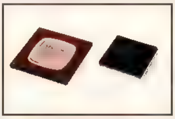






The system is made up of three key components: an LED unit with a mess of red LEDs, a magnifier lens, and a swiveling mirror unit. The LEDs flash, the lens magnifies the light, and the mirror creates the image. The retina of your eye retains the light for an instant, so by swiveling the mirror quickly, your eye perceives the wide image and not just a vertical column of light. Sources have revealed that Nintendo's system will have two sets of these, one for each eye, to get the proper 3-D virtual reality effect.





The system won't attach to your body and there won't be any head-mounted device needed to get the full effects of the system. Nintendo has already confirmed this. They also have said that their 32-Bit machine will be much like NEC's PC-FX system, which looks as though it isn't going to fly.

Several licensees, including Hudson Soft of Japan are working on games, but no one wants to go on record just yet, because everyone is skeptical whether or not the unit will sell well.

# GREYSTONE TECHNOLOGY RIDING ON A CLOUD OF VIRTUAL REALITY EXCITEMENT

If you're looking for a Virtual Reality experience, then Greystone Technologies might just have what you've been waiting for.

They develop Virtual Reality experiences, intelligent simulations, and artificial intelligence based software for commercial and defense industry uses.

They also design specialized software for military aircraft and dabble in sophisticated air combat simulators.

With the expanding Virtual Reality market, their titles—Virtual Voyage, the Pterandon, and Labyrinth Rangers—are becoming popular with VR fans.

They're expanding their market and setting up their Virtual Reality settings with entertainment and promotional industries.

The sky is your battlefield.

San Diego will be their first Entertainment center starting in the middle of '95 and they hope to set up other operations all over the world.

For several years, Virtual Reality (VR) has been promoted as the next media revolution.

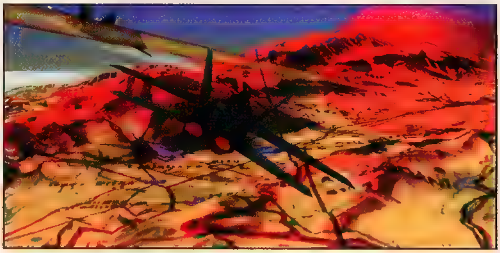
VR will have many advantages and many different applications.

Doctors will be able to practice delicate surgeries in Virtual Reality operating rooms, so they could prepare themselves for very delicate operations.

Fighter pilots can rehearse dangerous missions and familiarize themselves with the terrain they will be flying over.

Chemists will be able to test new compounds without blowing up their lab. The list goes on.

Virtual Reality will also provide a new level of interactivity in many areas including education and entertainment.

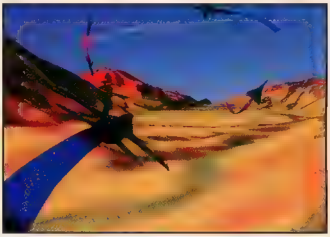


Greystone developed the company with an initial $2,000 investment in 1988. Since then the company has grown by leaps and bounds. Initially the company used its skills with federal agencies and government contractors. The company targeted the avionics software industry, offering a blend of skills and technologies, including real-time interactive control, war game design, visual database development, networking, and other technical projects.

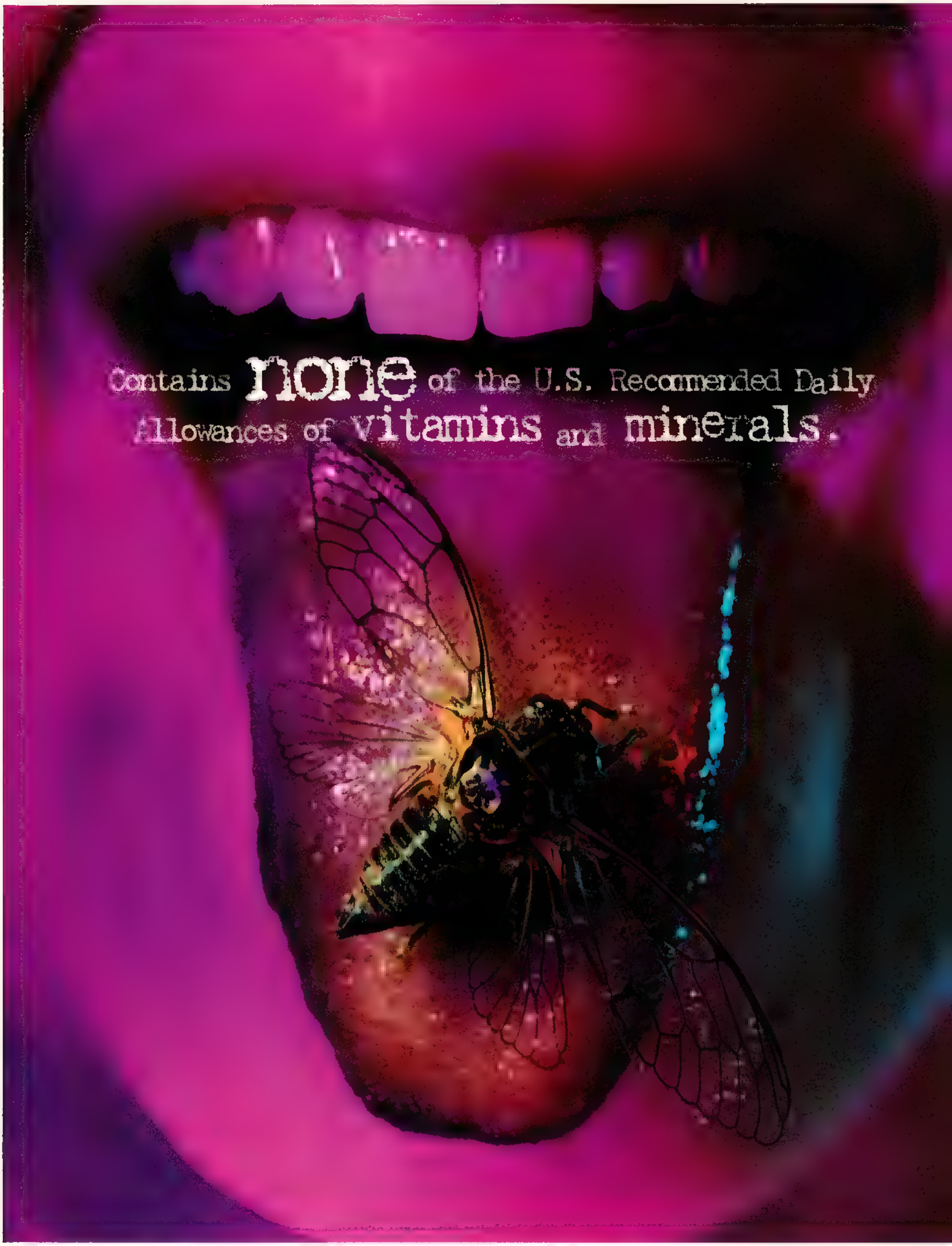
Yesterday's defense tools are becoming today's electronic plowshares. Today, with the new technology, a 10-year-old can harness the sights and sounds of Virtual Reality created with the same sophisticated technology used to train pilots and battlefield commanders.

In the VR game shown here, users can climb into the cockpit of an F/A-18 fighter and fly an actual mission that was flown during the war in the Bakka Valley. The simulation uses some advanced real-time imagery.

"It takes real engineers using calculus to develop sophisticated programs," says Richard A. Smith, Greystone's president. "VR is an experience made possible by intelligent software systems running on powerful computing platforms. We're one of the few companies who know Virtual Reality."



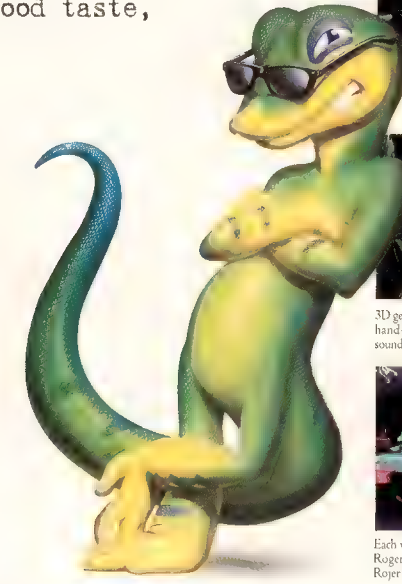
**A mission in the Bekka Valley awaits you and your flying skills.**

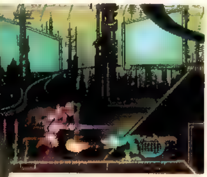

Contains none of the U.S. Recommended Daily Allowances of vitamins and minerals.

Whether the FDA approves or not, your eating habits are about to change. Meet GEX™, your tongue-snapping, smart-ass alter ego. With this gecko's gravity defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling wicked one-liners and fireballs. It's one brain-frying, TV-land trip, where dining out means crunchy dragonflies, juicy

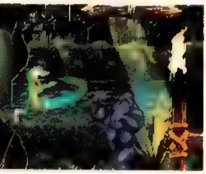
DYNAMICS
GEX

grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug guts to munch for power, you're roadkill, baby. Oh, you'll bust a few of Miss Manners' rules in this 32-bit battle. But hey, only wussies worry about good taste, right?

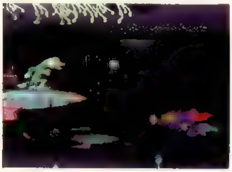




Dana Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound boost realism to eye-popping proportions.



Each world inspired by either Kung Foo, Shmuck Rogers, that Indiana dude, Boris Carloff, and Roger Rabbit. *(Legal weasels require we be vague.)*

3DO

Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who OD'd on 70's TV can.

CRYSTAL DYNAMICS™

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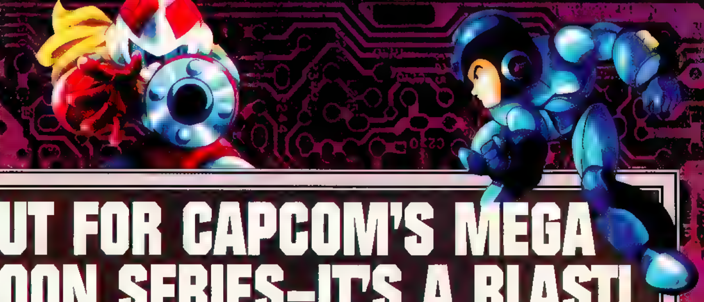


# WATCH OUT FOR CAPCOM'S MEGA MAN CARTOON SERIES–IT'S A BLAST!

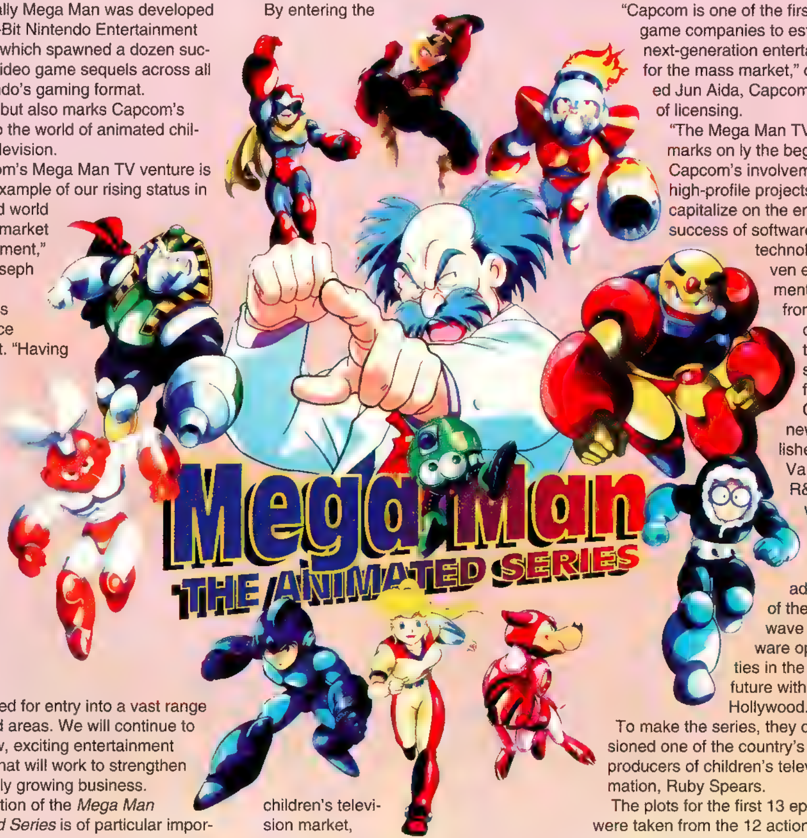
Capcom's popular video game superhero, Mega Man, has made his small-screen animated debut, and the show's a hit in each of the 95 market areas it is syndicated in.

Originally Mega Man was developed for the 8-Bit Nintendo Entertainment System, which spawned a dozen successful video game sequels across all of Nintendo's gaming format.

The debut also marks Capcom's entry into the world of animated children's television.

"Capcom's Mega Man TV venture is a clear example of our rising status in the broad world of mass-market entertainment," noted Joseph Morici, Capcom's senior vice president. "Having already achieved tremendous recognition and success in the electronic entertainment market, Capcom is well poised for entry into a vast range of related areas. We will continue to seek new, exciting entertainment options that will work to strengthen our rapidly growing business. The creation of the *Mega Man Animated Series* is of particular importance, as it opens yet another window of opportunity," added Morici.

Capcom has also gained a foothold in areas of the entertainment world. This December, Capcom will coproduce the live-action feature *Street Fighter II,* based on the hottest video gaming property since Pac-Man. By entering the children's television market, Capcom hopes to bring Hollywood and the Silicon Valley closer together. The blue-helmeted hero is helping Capcom secure an early stake in the increasing wave of collaborative efforts between interactive technology companies and Hollywood's creative talents.

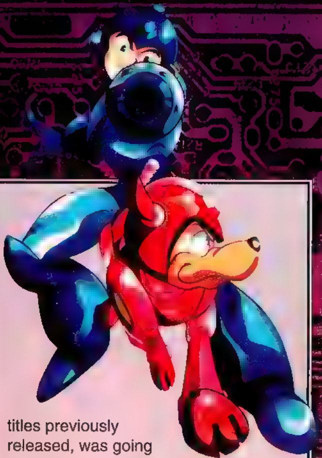


"Capcom is one of the first video game companies to establish next-generation entertainment for the mass market," commented Jun Aida, Capcom's director of licensing.

"The Mega Man TV venture marks only the beginning of Capcom's involvement in high-profile projects that will capitalize on the emerging success of software based technology-driven entertainment. Aside from lending characters to television and film, Capcom's newly established Silicon Valley-based R&D centre will be well poised to take advantage of the next wave of software opportunities in the near future with Hollywood.

To make the series, they commissioned one of the country's foremost producers of children's television animation, Ruby Spears.

The plots for the first 13 episodes were taken from the 12 action/adventure games that featured Mega Man on the various Nintendo gaming platforms.



## MEGA MAN ANIMATED CARTOON SERIES
## TOP 25 MARKETS

| LOCATION | STATION | TIME |
|---|---|---|
| New York | WNYW | SAT 7:30 AM |
| Los Angeles | KTTV | SAT 11:00 AM |
| Chicago | WFLD | SAT 11:00 AM |
| Philadelphia | WTXF | SUN 7:30 AM |
| San Francisco | KBHK | SAT 11:00 AM |
| Boston | WSBK | SUN 11:00 AM |
| Dallas | KDAF | SUN 7:30 AM |
| Houston | KHTV | SUN 8:00 AM |
| Atlanta | WATL | SUN 9:30 AM |
| Cleveland | WUAB | SAT 10:30 AM |
| Minneapolis | KMSP | SUN 9:30 AM |
| Tampa | WFTS | SAT 7:00 AM |
| Miami | WBFS | SUN 8:00 AM |
| Orlando | WKCF | SAT 6:30 AM |
| Pittsburgh | WPGH | SUN 7:30 AM |
| Pittsburgh | WPTT | SAT 10:30 AM |
| St. Louis | KDNL | SUN 7:00 AM |
| Phoenix | KUTP | SUN 12:30 PM |
| Denver | KDVR | SAT 11:00 AM |
| Baltimore | WNUV | SAT 7:00 AM |
| Washington D.C. | WDCA | SAT 6:00 AM |
| Seattle | KSTW | SAT 9:30 AM |
| Detroit | WXON | SUN 6:00 AM |
| San Diego | KTTY | SAT 6:30 AM |
| Hartford | WTXX | SAT 9:00 AM |

Gamers who enjoyed the various games will become instant fans of the animated series.

"To start the series off, we only produced 13 shows to see how well the series would be received by the public," said Laurie Thornton, Capcom's public relations manager.

"From all indications, the series has been very well received. The episodes are loosely based on the plots of the video games Mega Man and his allies have starred in. The episodes were created using the talents of Ruby Spears and the staff here at Capcom."

All of Mega Man's archenemies have been added and the series will be action-packed, with all of the elements gamers have come to expect from Mega Man.

The good guys are in there, too, including Mega Man, his four-legged pal Rush, Roll, Dr. Light, Eddie, Doc, and Pipi.

The bad guys outnumber the good, including Dr. Wily, Protoman, Cutman, Gutsman, Iceman, Bomberman, Fireman, Elecman, Brightman, Pharoahman, Stoneman, Drillman, Ringman, Magnetman, Sparkman, Crashman, Toadman, Snakeman, Crystalman, Diveman, Waveman, Geminiman, Gyroman, Dustman, Batonman, Airman, and Woodman.

Mega Man V is about to be released on the Game Boy. Mega Man X2 is also a highly-anticipated title being released for the Super NES in the first quarter of 1995 and will have bigger bosses and plenty of hot gaming action for Mega Man fans of all ages.

A version of Mega Man called the Wylie Wars, a culmination of titles previously released, was going to be compiled and put onto a Genesis cartridge, but that project has been postponed.

In addition to the Mega Man television venture, the big movie is looming large and is to be released in December.

Capcom's hottest property, Street Fighter, sold over 12 million copies worldwide, and they are banking on the film's similar success.

It's the first time that a game company has wholly-financed the making of a major motion picture. The film will cost $35 million and it has brought together some of Hollywood's greatest talents.

Jean-Claude Van Damme, Raul Julia, acclaimed screenwriter Steven E. de Souza, and Academy Award-winning producer Edward R. Pressman are expected to add to the box office draw.

Beginning early next year, a wide variety of Mega Man licensed products will hit store shelves, including everything from T-shirts, sweats, toy cars, and trading cards. There will also be tapes of the Mega Man TV series on video distributed by Sony Ent. on store shelves for all you Mega fans.

# ARCADE ACTION

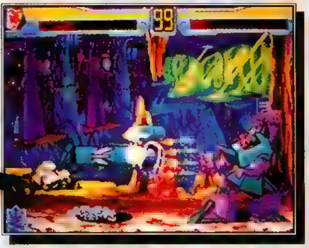
## GUNDAM EX REVUE By Banpresto

Based on the popular Japanese series, Banpresto's Gundam EX Revue is a serious fighting game that will definitely appeal to a lot of game players. Although it is uncertain if Gundam EX will make it to American shores, you can be sure that it will be a hot ticket wherever it is released.

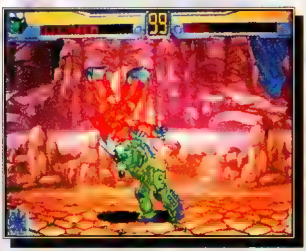
Essentially what we have here is a two-player fighting game with 14 different "mobile suits" to choose from. Each of these has at least four special attacks that can be done with a joystick/button combination. The moves are fairly easy to pull off, and the game controls surprisingly well.

All of the "mechs" are really cool. With over 150-Megs of power, this game looks just like the cartoon series that fathered it!

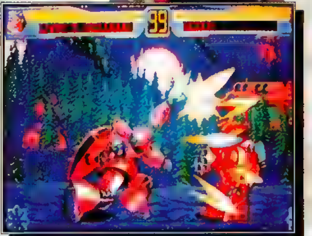
Even if you're sick of fighting games, Gundam EX Revue is really worth the tokens! Banpresto should seriously consider bringing it to the U.S.!



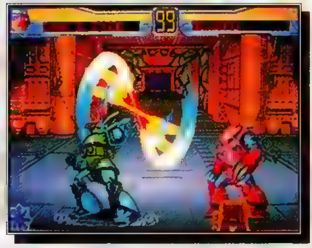
Execute your mech's special attacks at the right moment for maximum effect!



Be careful not to let your foe get too close, or you'll get thrown around.

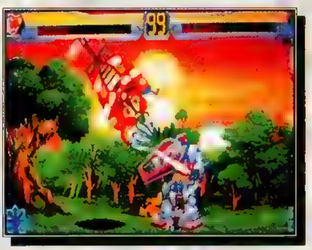


The backgrounds are all impressive. They will change with every stage.

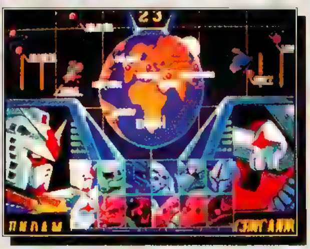


The computer can be a tough cookie to beat! Use your defensive moves wisely!

AAMA
AMERICAN AMUSEMENT
MACHINE ASSOCIATION



Uh oh! Better learn how to block your opponent's various attacks.



Check out the great selection of mobile suits you can choose from in the game.

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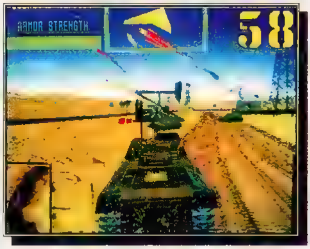
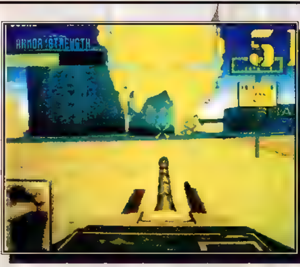
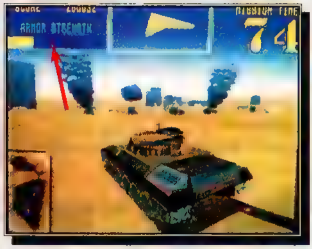
# DESERT TANK By Sega



Enter the virtual battlefield. Knock out the enemy's defensive systems.

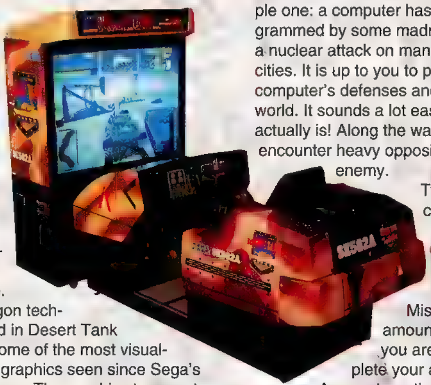


Blow up anything that gets in your way. Watch out for those pesky mines!



Your Armor Strength indicator will give you an idea of how well you're doing.

Polygons, polygons, **POLYGONS!!!** That's essentially the name of the game (Ouch, stupid pun!) with Sega's Desert Tank. This coin-muncher uses technology borrowed from Martin Marietta Co., the same U.S. defense contractor that produces high-tech battle simulators for military use.



The polygon technology used in Desert Tank produces some of the most visually stunning graphics seen since Sega's Daytona game. The graphics transport the player into a kind of virtual battlefield where literally anything is possible.

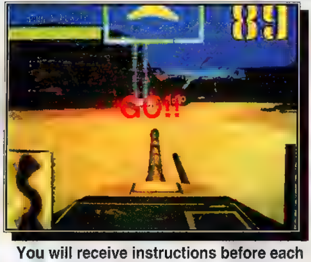
The story behind the game is a simple one: a computer has been programmed by some madman to launch a nuclear attack on many of the world's cities. It is up to you to penetrate the computer's defenses and save the world. It sounds a lot easier than it actually is! Along the way, you'll encounter heavy opposition from the enemy.

Two factors critical to your survival are mission time and armor strength. Mission time is the amount of time that you are given to complete your assignment. Armor strength gauges your tank's ability to take an enemy hit. Every time you get hit or run over a mine, your armor strength goes down.

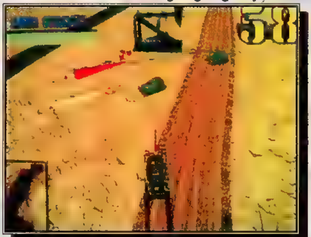
Desert Tank has four different viewing modes. For example, you can view the action on the battlefield from above your tank or from behind your tank. This feature is also included in Sega's other "Virtual" games like Virtua Racing and Wing War.

This is all fine and dandy, but how does the game play? Well, it plays like the other "Virtual" titles from Sega—very good! The graphics are extremely smooth and are quite intense. The missions, while lengthy, are not overdone. Plus, the sounds blend well with the action on-screen.

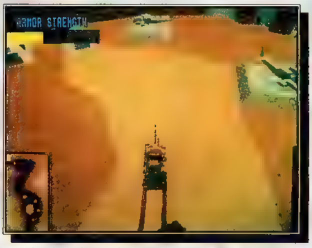
Sega is no doubt becoming the industry leader in these "Virtual" games. With titles like Desert Tank, it is really easy to see why. Give this sucker a few tokens and get ready for action!



You will receive instructions before each mission as to your primary target.



Enemy fire including deadly anti-tank rockets will go screaming overhead.

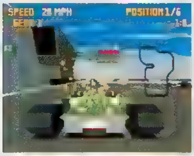


Picking from four viewing perspectives enables you to see all of the action!

CHECKERED FLAG

With all these options, you not only play the game, you help design it.

# any racing game will give you SOUPED-UP CARS. how many throw in PENGUINS AND A BLIMP?



Normally, when you see sparks coming from your TV, you need a new one.

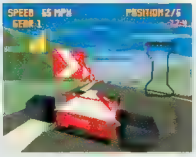
And ten tracks. And six driving views. And your choice of weather conditions. The options are endless when you're playing the first and only 64-bit racing game on the Atari Jaguar.

Take your customized formula race car through a penguin-filled arctic tundra, burn rubber (or your clutch) on a desert road, or take a 200 mph island hop through the tropics. Checkered Flag is a game of skill that could have you in the winner's circle or wrapped around a guard rail.

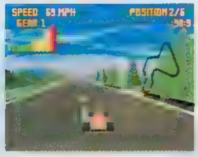
So make sure your couch is nailed to the floor, bust out the flame retardant suit, and get ready for the ultimate 64-bit joy ride.

SPEED 122 MPH
GEAR 5
POSITION 1/6

With speeds up to 200 m.p.h., it won't take long to burn through this tunnel.



You would think the crisp 3D graphics would help you make better turns. Rookie.



Don't be fooled by the pretty scenery. One wrong turn and you'll be part of it.

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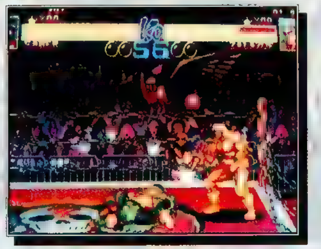
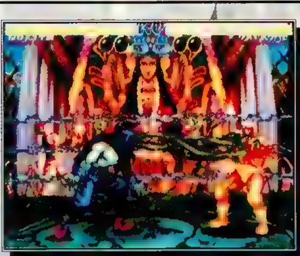
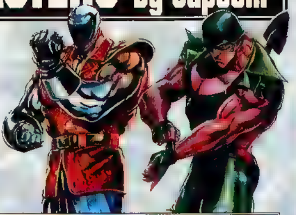
# SUPER SATURDAY NIGHT SLAM MASTERS By Capcom

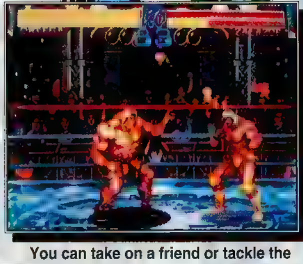


Unlike its predecessor, Super SNSM is a two-player fighting game like SF2.

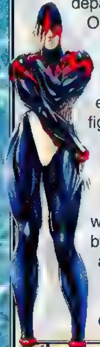


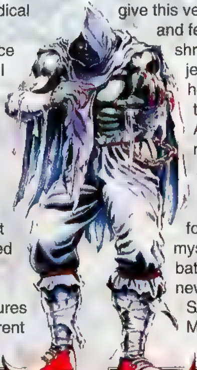
This deadly fighter can project a group of venomous serpents from his head!





You can take on a friend or tackle the computer. Either way, it's a great fight!





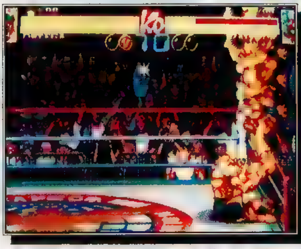
Following the success of their hit wrestling game Saturday Night Slam Masters, Capcom will be bringing us a sequel called Super Saturday Night Slam Masters. Although the name is similar to the original, this update appears to be a somewhat radical departure from the first.

One reported difference is the game's overall format. Super SNSM is supposedly a one-on-one fighting game much like the Street Fighter series. Each player is pitted against an opponent who is either controlled by the computer or another player.

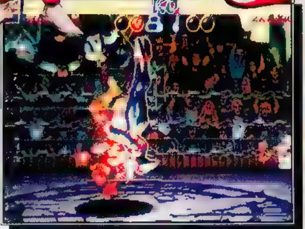
Super SNSM features new stages for different characters. Instead of taking place in only one ring, each stage is new and bordering on the exotic. Some of the backgrounds are just spectacular!

Making their first appearance in a game are four new characters who will give this version a fresh, new look and feel. One character is a shrouded ghoul who can project long snakes from his hooded head. It's a devastating attack to witness. Another character is a masked fighter named Astro who can conduct an energy field around his body to incapacitate his foes. An army fighter and a mysterious long-legged combatant round out the list of new additions.

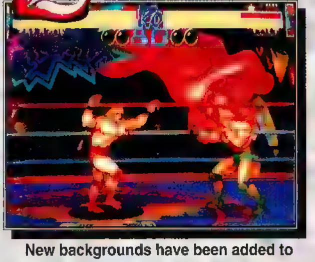
Super Saturday Night Slam Masters is sure to be an enormous title!



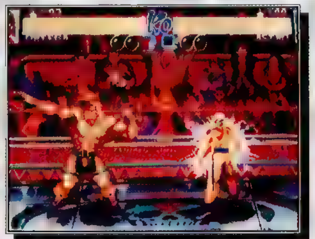
The moves are among the most inventive of any fighting game yet.



The moves are all extremely cool. Wait until you see the awesome animation!



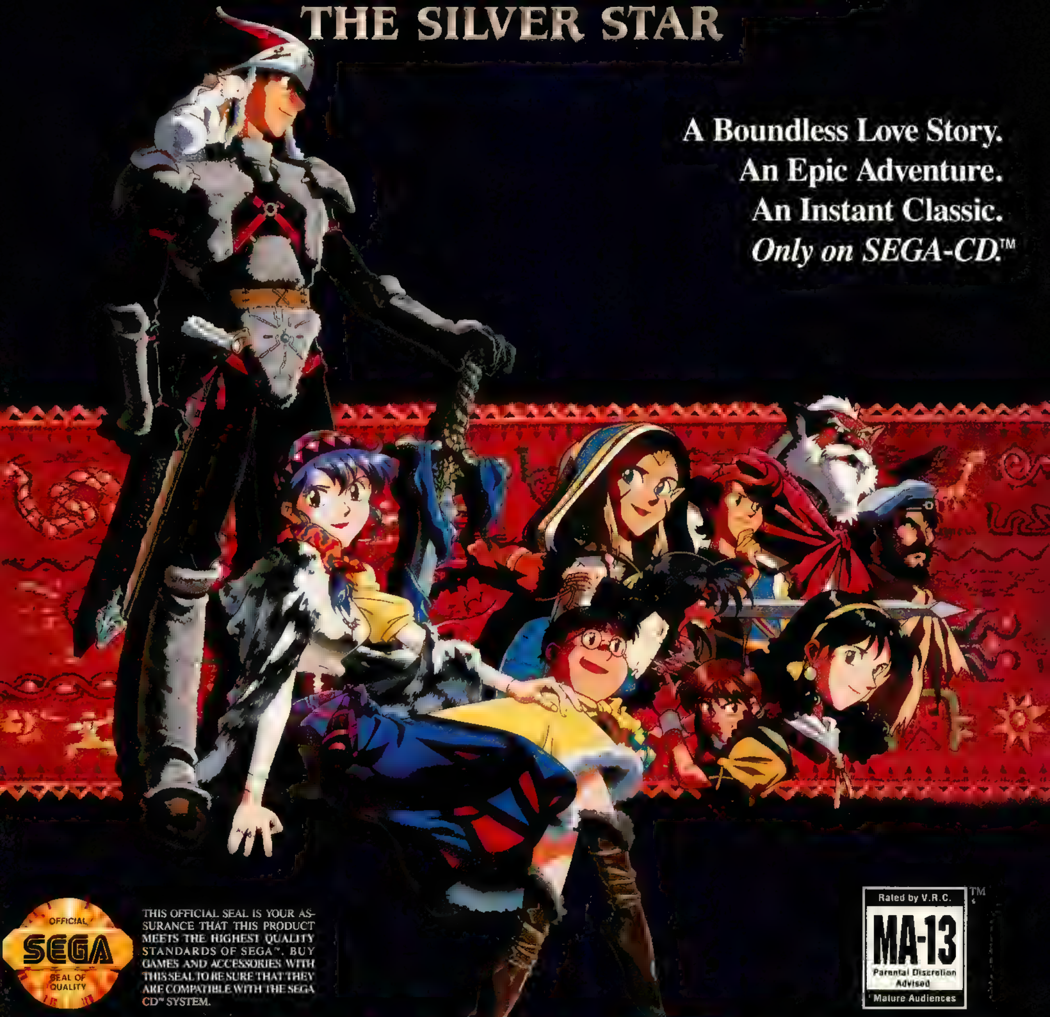
New backgrounds have been added to give Super SNSM a new look and feel.



Astro can conduct energy like a living circuit to short out the competition.

# LUNAR™

## THE SILVER STAR



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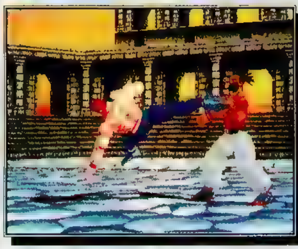
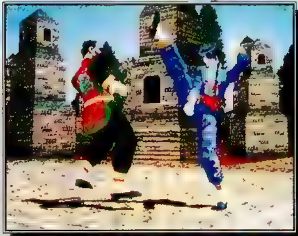
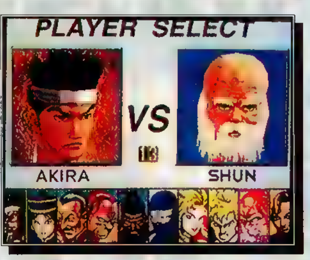
# VIRTUA FIGHTER 2 By Sega



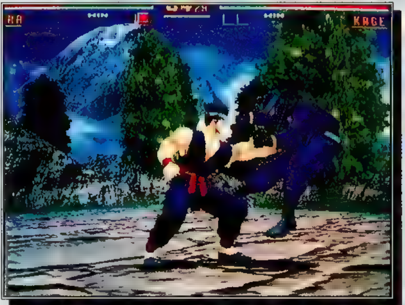
A lot of detail has been added to the graphics of Sega's new Virtua Fighter 2.



The action is just as hot and heavy as it was with the first Virtua Fighter.



There are new characters to learn, so get ready to dish out some coinage!



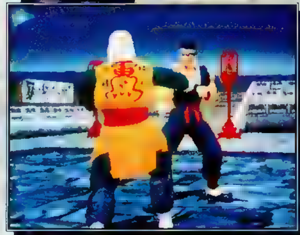
You won't believe your eyes when you see this game in action! Take it from us, you'll be absolutely amazed!

This month's Arcade Action should have been entitled "Fun with Polygons." Sega is going to unleash Virtua Fighter 2 upon the unsuspecting population (although, because you read *EGM*, you're not *really* unsuspecting) sometime around Christmas. Because the first Virtua Fighter was such a success, it is no big shock that a sequel came out.

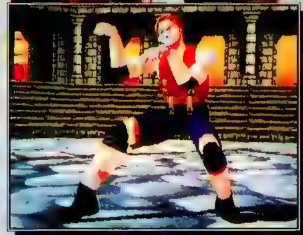
Virtua Fighter 2 is a bigger, better version of its predecessor. Virtua Fighter 2 sports dramatically improved graphics, which blow VF 1 out of the proverbial water! Everything is graphically better, the characters sport greater facial features, and the backgrounds are much more detailed than they were in the first version. The differences are quite striking, as you can see from the pictures on this page! The animated fight sequences flow even more smoothly than the first Virtua Fighter. (Believe it or not!) Talk about your high-powered graphics processors!

In addition, there are even some new characters in Virtua 2 for you to play around with! Oh yeah, remember those cool revolving camera-type replay shots? They may still be included in VF 2 for added realism.

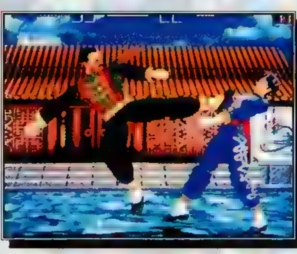
All in all, VF 2 is actually a whole new game. The extra graphic detailing, new characters, improved background texture mapping, and other enhancements yet to be announced will make this a game to be reckoned with in the already-flooded fighting game arena. HIYA, Sega!



Akira and Shun (a new character) get ready to duke it out in the Virtual ring.



You still get treated to those awesome "revolving camera" cinema replays!



Defeat your opponents using some well placed kicks, punches, and throws.

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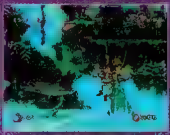
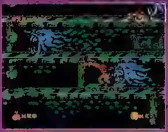


2000 frames of awesome animation.



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# INTERNATIONAL OUTLOOK

## 21 GAMES PREVIEWED!!!

**G Gundam, Dragon Quest VI, Mobile Warrior Gundam, Double Dragon, Gowcaiser, Dezaemon, Great Battle IV, Vajra 2, Ghost Rush, Battle Soccer 2, Nontan's Puzzle, Harapeko Bakka, Puzzle Dama, Sugoro Quest ++, Super Castles, Tama, Race Drivin', Myst, Super Tetris III, Mickey Tokyo Disneyland Adventure, Lupin the Third.**

## INTERNATIONAL NEWS

The game format wars are really starting to heat up in Japan. The latest super systems, namely Saturn and PlayStation, look like they are going to go head-to-head very soon. Already, whole slews of new games are being previewed on an almost daily basis. The Mega Drive, however, seems almost forgotten in the rush of next-generation machines, while the Super Famicom is reigning supreme in the 16-Bit market.

This month I've managed to dig up some of the latest games. The LaserActive is still going strong with Ghost Rush and Vajra 2. These two really look good, and show off what the system can do. The Neo•Geo CD is doing rather well, with yet another licensee signing up. This time it's Technos Japan, who is offering Double Dragon and a new fighting game called Gowcaiser. We've got Myst, Tama, and Hard Drivin' for the Saturn, and in the International Fact File section is Toshinden, Takara's answer to Virtua Fighter for the PlayStation. We'll also preview the awesome arcade hit Ridge Racer. Let's not forget OB Club, a hot new golf sim by Masaya.

Well, that's what I've managed to dig up. Until *EGM²*, take it easy.

WORLD NET

**Bandai of Japan**

## G Gundam

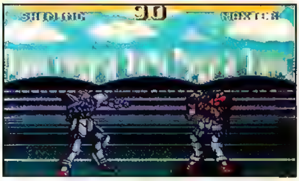
| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Fighting | |
| January '95 | ¥9,800 |

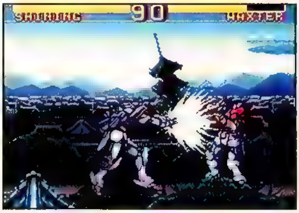
The long-running Gundam series of super-robot animes is being readied as a brutal, heavy-metal fighting game!

In the distant future, wars have been abolished by the colonial powers. In their place, one-on-one gladiator-style battles between customized Gundam mobile fighters are used to determine which colony gets to rule.

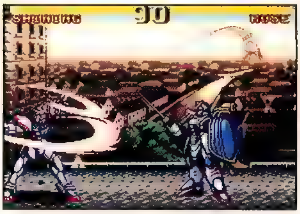
The game perfectly captures the anime's look of wild robot battles. For example, as the battles progress, the robots become increasingly dented and damaged—no repair work on armor is allowed between rounds. So even if they look factory fresh at the start of a match, a fight that goes the distance of three rounds could leave the robots entirely bereft of protective armor.

There are 10 robots in all. However, in the One-Player Mode, the player can only use one of five robots including Shining Gundam, the entry from Neo Japan. Just perfect for anime fans.

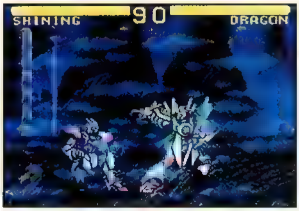




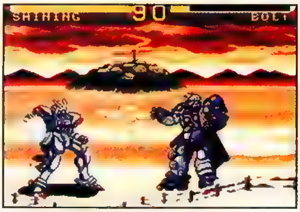
In locales around the colonies you will engage in fierce combat.



Each power suit has its own weapons, like the beam sabers of Shining.



The Dragon mech is powerful, but the Shining Gundam is stronger.



In the fight for the colonies, you will face nine other mechs.

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Just another afternoon by the pool.

Make no mistake. This ain't some chaise lounge-reclining, cocktail sippin' affair. Samurai Shodown™ on the 3DO brings home all the bad-assness of the arcade original. Sure. We could have softened the carnage-intensive graphics. But we didn't. And sure, we could have left out the brutal, bone-shattering game-play. But that'd suck. And yeah, we suppose we could've even caved in and lost some of that freakin' arterial spray. But hey. We broke a few rules. So sue us! And hack to your little heart's content. But be careful. With 32-bits, you could poke an eye out. If you're lucky.

Choose from 12 lethal characters to kick your friends' butts with: from the depraved Genan Shiranui to heroic Hanzo Hattori and Jubei Yagyu. Sweeties, every single one of 'em.

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3DO

3DO

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**Bandai of Japan**

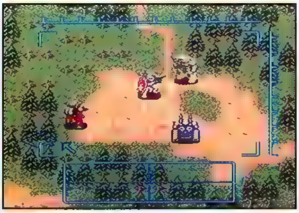
## Mobile Warrior Gundam

| | |
|---|---|
| Super Famicom | |
| War Sim | |
| Unknown Release | ¥9,800 |

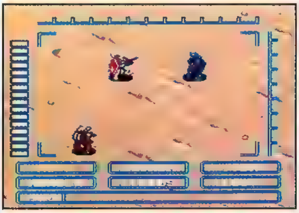
RX-78 Gundam and its ace pilot Amuro Ray, who kicked off the long-running Gundam anime series 15 years ago, return to do battle again!

This innovative game fuses the strategy of a war simulation with the engrossing story of an RPG. You must pilot RX-78 in missions straight from the original TV series in tough confrontations against a rebel force of combat mechs. Like war simulations, robot units take turns moving and engaging in combat. Each robot is given a certain amount of energy at the beginning of each turn. The player can use all of the energy merely to move the unit, use it for launching an attack, or a combination of both. (For example, it's possible to set up an ambush in one turn. Then on the next turn, hammer the enemy and draw back before the foe can release a counterstrike.)

Gundam fans should check this cart out, especially because it brings back Amuro Ray.



Use your Gundam and Gun Cannons against the enemy Zaks.



Each location is based on an event that actually occurred in the series.

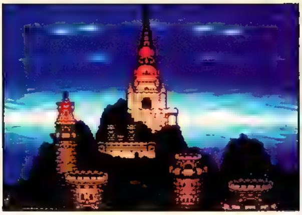
**Enix of Japan**

## Dragon Quest VI

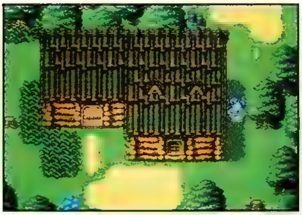
| | |
|---|---|
| Super Famicom | |
| RPG | |
| Unknown Release | Unknown Price |

Enix has finally unveiled the highly anticipated sequel to the humongous RPG series that boasts sales of over 12 million units in Japan alone. (The original DQ ignited Japan's fixation with RPGs back in 1986. The series has been translated into English as the Dragon Warrior series but has not achieved the same level of success.) Like the preceding installments, DQVI is designed and written by Yuji Horii with character designs by Akira Toriyama (Dragon Ball) and music by Kouichi Sugiyama.

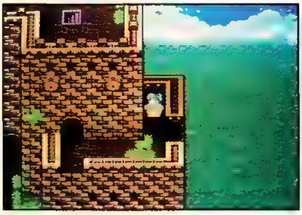
Enix has given out few details about the story, although there are speculations that DQVI will be the final chapter in the Heavens series that started out with the 8-Bit DQIV. Graphically, the game looks much better than the multi-platinum SFC DQV which was criticized for looking decidedly 8-Bit. Even better, the fighting scenes have been bolstered with detailed animations of monster attacks. Toriyama fans should really be pleased with this game. Hopefully Enix will bring this RPG out in the States.

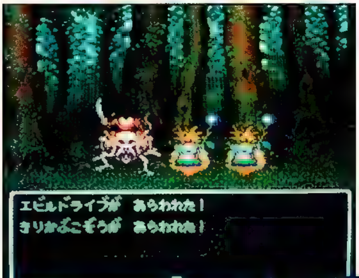


Dragon Quest VI is rumored to be the grand finale in the Heavens series.



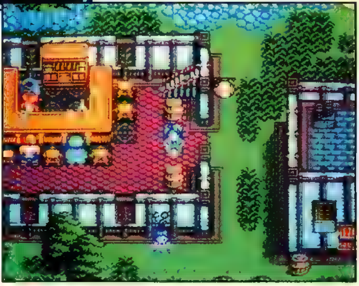
Travel from town to town, searching for clues and gathering allies.





エビルドライブが あらわれた！
きりかぶこぞうが あらわれた！

The fighting scenes of Dragon Quest VI have been totally redone, with all new character animations for the enemies. (And yes, those annoying slimes are back...) Each attack has its own frames making this cart totally realistic. You can tell from these pics that this cart is a vast improvement over DQV, which was a little bit too close to the NES and Famicom versions.

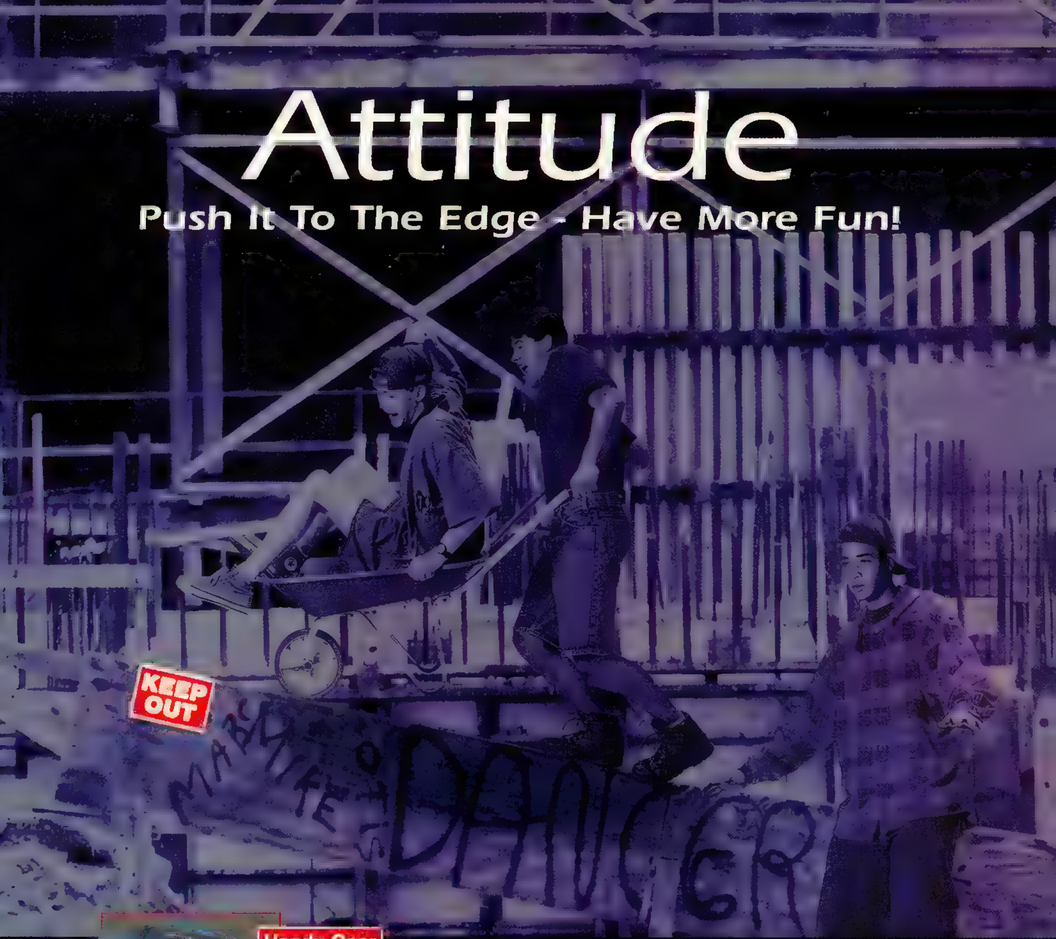


Even the buildings and towns have more detail. Look at all of the items on the bookshelf, and all the types of furniture.

Dragon Quest VI is going to be one of the hottest Super Famicom games this year, and it's expected to sell plenty of carts. With vastly improved graphics over the previous games and great sound, this is one to really look forward to.

# Attitude

## Push It To The Edge - Have More Fun!



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By STD

**Technos Japan**

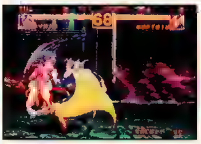
## Gowcaiser

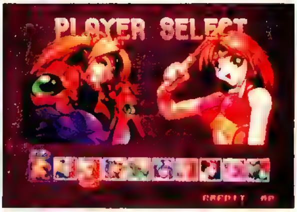
| | |
|---|---|
| Neo•Geo | |
| Fighting | |
| Unknown Release | Unknown Price |

For its Neo•Geo debut, Technos Japan is preparing this massive 162-Meg fighting game. The story behind this game is a bit twisted—it's about a high school for superbeings with shape-shifting powers (except for a robot) who are conducting a no-holds-barred fighting tournament to determine who will get control of the student body.

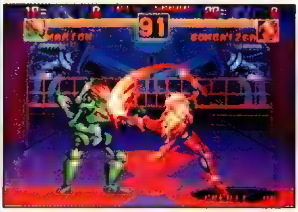
All of the characters in this game have been designed by Masami Ohban, the artist who designed all the characters in the Fatal Fury anime series and is the director of the *Fatal Fury* anime movie.

With plenty of raunchy power moves and special techniques, Gowcaiser should become a worthy member in the Neo's illustrious roster.





There are 10 warriors you can use. Mastering them all is difficult.



Gowcaiser has all the intensity you've come to expect from Neo fighting games.

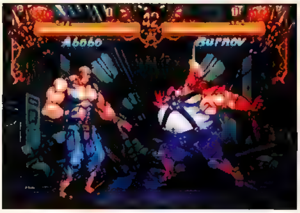
**Technos Japan**

## Double Dragon

| | |
|---|---|
| Neo•Geo | |
| Fighting | |
| Unknown Release | Unknown Price |

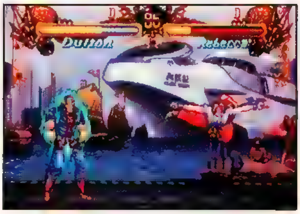
Billy and Jimmy Lee are back yet again for seriously over-the-top chop-socky, this time dueling in SF2 style. The brothers bring their brand of maximum violence to the Neo•Geo for the first time and they are pumped and ready! They had better be, as they'll be facing intense competition from a motley crew of vicious foes who want to depose the siblings in this big, 144-Meg brawler.

This game also marks the official debut of Technos Japan as a Neo licensee. Like all other Neo titles, it will make its debut at arcades followed by the home version in several months. It's not certain whether or not a cartridge version will be released, or if Technos Japan will go directly to CD-ROM for the Neo CD system which sold out immediately in Japan upon its launch in September. Neo fighting fans have never had it so good.



That vicious brute Abobo returns to deal out new forms of punishment.

The dark flavor of the Double Dragon series has been retained here.



Tired of being a victim, Marion now has fighting skills all her own.

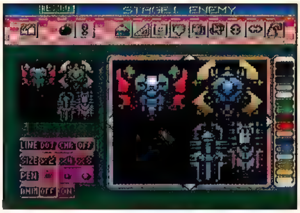
**Athena of Japan**

## Dezaemon

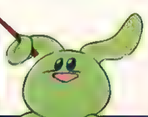
| | |
|---|---|
| Super Famicom | |
| Shooter | |
| September | ¥12,900 |

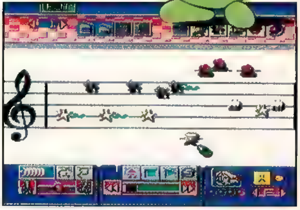
If you've ever wanted to be a game designer, here's your chance. In this one cart you'll find everything you need for putting together your very own vertical-scrolling shooter from Galaxian to Raiden. You can do everything: design your own fighter, enemy crafts (from slime-level cannon fodder to mid-Bosses and even huge stage Bosses), enemy shots, barriers, explosions, power items, and backgrounds. Once all these have been designed, place them on the playing field and define their dynamic behavior. You can also create your own opening Title Screen complete with Mode 7 fireworks and your own music!

For hints on how to make your own Robo Aleste, there is even a preprogrammed shooting game that's a serious howl. Look for a Fact File on this awesome, innovative game in a future *EGM*. This one's a great idea.



You have the chance to design the enemies in this cart!





You even get to make your own music in this truly innovative cart.

# GET OUT OF THE PITS AND RACE IT!

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- Split screen view shows your also-ran how you do it.
- You're All-World on 64 different circuits in 16 countries.
- An on screen readout shows you how to win.

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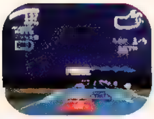

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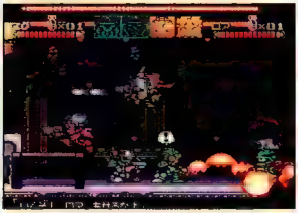
**Banpresto of Japan**

## The Great Battle IV

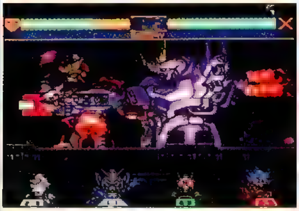
| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Action | |
| December | ¥9,600 |

The latest installment in Banpresto's popular Great Battle series brings together Rider ZO (fresh from his movie appearance), Ultraman Powered (from Hollywood), and V2 Gundam (from the recently ended V Gundam anime series) to join forces with Roa, the original Banpresto hero. Will these heroes be able to stop the bad guys before it's too late?

Like the earlier games, GB4 is essentially a side-scrolling action game in which the heroes must defeat a powerful army of oppressors. You can go solo or as a duo with a fellow resistance fighter in cartoonish action. It's possible to switch characters on the fly as you'll need the special abilities of different heroes to get by certain traps and enemies. At the end of each stage, the heroes must even pilot a huge robot to engage in hand-to-hand combat against enemy mechs. This should be a holiday favorite among Japanese gamers.



Two players can fight against the forces of evil in Great Battle IV.



The Super Deformers use giant mechs in some of the special scenes!

**Pioneer of Japan**

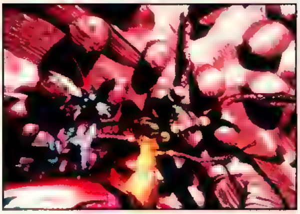
## Vajra 2

| | |
|---|---|
| LD-ROM2 | LD-ROM$^2$ |
| Shooting | |
| October | Unknown Price |

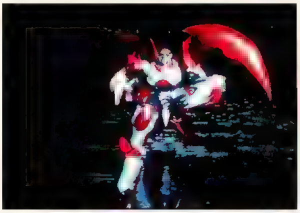
Here's the sequel to the hot, robot shooter that helped launch the LaserActive system. Like the original Vajra, the sequel mixes high-grade computer graphics with PC Engine sprites for great results. Your job is to pilot Vajra, a high-speed, flying robot. Your mission is to destroy an ancient evil that has assumed the shape of a huge tree. As you fly around inside the tree, you'll come across haunting creatures that'll attack you relentlessly.

There are two game modes. In the standard 3-D-view Shooting Mode, you must move the target cursor and blast enemies out of the sky. The High-Speed Mode requires you to wait for enemies to fly into your crosshairs before you can obliterate them in spectacular fashion. Needless to say, you need nerves of steel to survive this one. Both modes offer lots of challenges as you progress throughout the depths of the evil tree.

If you thought the first game was intense, this one will more than surpass your expectations. Check it out! LaserActive players will love it.



Fire yourself down into the dangerous depths of an ancient tree.



Just like the first game, there are lots of great, computerized graphics.

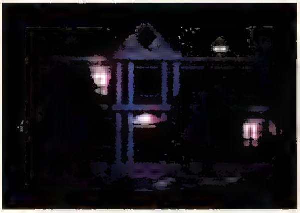
**Pioneer of Japan**

## Ghost Rush

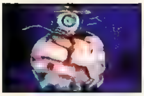
| | |
|---|---|
| Mega-LD | MEGA LD |
| RPG | |
| October | Unknown Price |

A stately mansion owned by a distinguished researcher of the occult has been taken over by beings of the netherworld who have found a portal to the real world. But rather than being frightened away by the strange goings-on, adventurous people flock to the haunted mansion in hopes of catching wayward souls and spirits in order to sell them to ghost collectors.

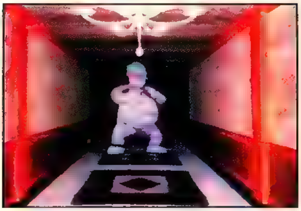
Join the ranks of supernatural poaches and capture hapless denizens of darkness for fun and profit. If you are extremely resourceful and lucky, you may even discover what the mysterious owner of the mansion was up to before his strange disappearance. But it won't be easy—every time you leave the premises, the mansion undergoes transformations that completely alter the floor plan. Spooky, but it's a way to make a living. Just the thing to liven up your LaserActive.



Within the gloom of this haunted manor lie a number of ghosts to capture.

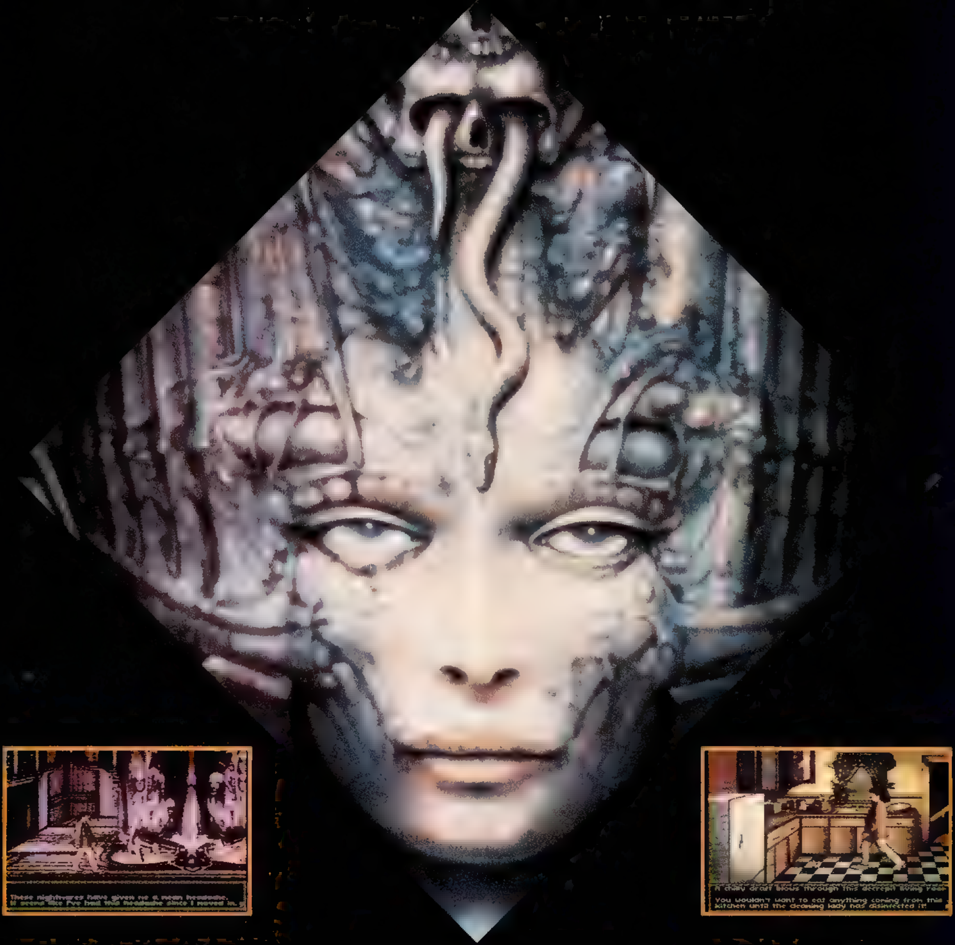


All sorts of strange creatures are in the haunted house. Capture them!



As you work your way inward, the house will bring up more monsters.

# IT'S HUNGRY.
# IT'S ALIEN.
# AND IT'S IN YOUR HEAD.



These nightmares have given me a mean headache.
It seems like I've had this headache since I moved in.

A chilly draft blows through this decrepit living roo

You wouldn't want to eat anything coming from this kitchen until the cleaning lady has disinfected it!

CYBERDREAMS PRESENTS

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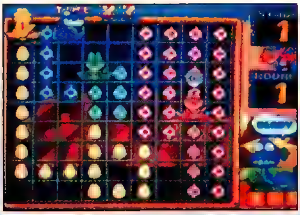
**Magic of Japan**

## Harapeko Bakka

| | |
|---|---|
| **Super Famicom** | |
| **Puzzle** | |
| **October** | **¥4,980** |

Here's a decidedly strange puzzle game. You control a Bakka, a none-too-bright dinosaur, who waddles around laying eggs on a 9 x 9 playing field. The object is to go against the computer, or a human opponent, filling up the playing field with as many of your own Bakka eggs as possible within a set time. Using a multitap, up to four players can join in for a hilarious session of egg laying and swallowing. Strange, but fun to play!



**Banpresto of Japan**

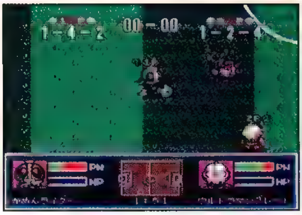
## Battle Soccer 2

| | |
|---|---|
| **Super Famicom** | |
| **Sports** | |
| **November** | **¥8,800** |

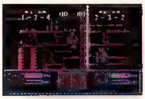
The heroes and villains that starred in the Ultraman, Kamen Rider, and Gundam series of live-action and anime shows drop their differences for friendly matches on the soccer field (or do they?)

In essence, there are six distinct groups of characters, the Ultraman squad (including all the U-Man family), the U-Man monsters, the Kamen Rider Heroes, Rider villains, Gundam heroes, and Gundam enemy mechs. Besides these six basic teams, there are many permutations of the teams, mixing the good and bad guys according to their abilities like speed, power, and defensive capabilities.

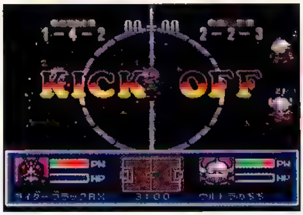
Most characters have supershots that really add to the excitement of the world's most popular sport. For sports fans who want a taste of something different, Battle Soccer 2 will give you some real thrills.



In this picture the Kamen Rider takes on Ultraman. Will he score?



The matches will take place on a number of different playing fields.



This is probably the first soccer game that's set in outer space.

Grab this magazine

*Now, imagine the squealing you hear is the sound of a 750cc engine as you rip acro*

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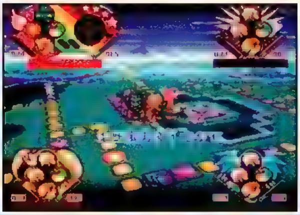
**Technos Japan**

## Sugoro Quest ++

| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Board Game | |
| December | ¥9,900 |

Technos welded together the unlikely game genres of RPG and Steeplechase to come up with this game. Up to four players can join in using a multi-tap. Before starting a game, you have to set the conditions to finish a session, such as time, the number of quests completed, or total money collected. At event squares you'll encounter many RPG situations including being asked to go on quests, fight monsters, or explore dungeons. Your fate is in the dice.



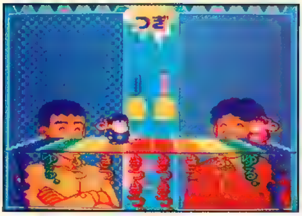
**Konami of Japan**

## Puzzle Dama

| | |
|---|---|
| Super Famicom | SUPER FAMICOM |
| Puzzle | |
| November | ¥8,500 |

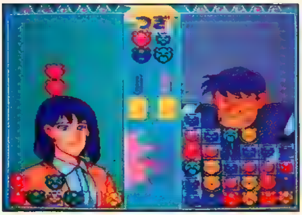
Konami's porting this game over to the Super Famicom not much more than half a year after it first hit the arcades in Japan. The game is a mix of Columns and Puyo Puyo. Just line up colored teddy bear heads in rows or columns of three to eliminate them. By setting off chain reactions, you can send playing pieces contained in boxes to your opponent. These won't disappear easily—you have to make the regular pieces beside them disappear to get rid of the boxes.

The SFC version uses characters from Tsuyoshi, a popular TV anime series. The PlayStation version that is in development will feature characters from the cute and colorful Twinbee shooters. It seems that no matter what system you own, you'll be able to have intense, mind-maddening action. Puzzle Dama looks like it'll be as addictive as the almighty Tetris.



Puzzle Dama has little cinematic displays to show who is winning.

Puzzle Dama was a hit in the arcades, and now it's going to the home market.



If you enjoy puzzlers, many of them can be found in the Japanese market.

and step on the cat.
e U.S. on nitro-powered waterbikes and motorcycles.
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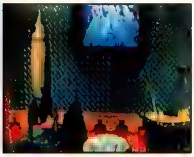
SUPER NINTENDO

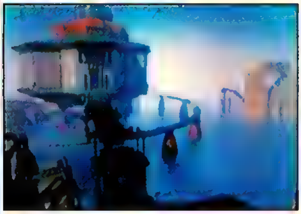
**Sunsoft of Japan**

## Myst

| | |
|---|---|
| Saturn | SEGA SATURN |
| Adventure | |
| December | Unknown Price |

The Macintosh adventure game from Cyan is being prepared by Sunsoft for the Saturn. You play as a traveler who has been transported to a weird and wondrous world called Myst where you must solve many intriguing puzzles by relying on your wits. At first, you are given very few clues as to how you should escape, but as you progress you will slowly become aware of a sinister presence plotting the destruction of this strangely tranquil world. Be very watchful and alert, failing to notice vital signs could lead to a nightmarish end of a world far removed from your own reality. Check this game out, and see what CD-ROM players have been talking about. Myst will draw you into its nearly infinite worlds.





Each place in Myst opens up the way to another world to explore.

Flip all of the switches around the fountain and see what happens.

**Tengen of Japan**

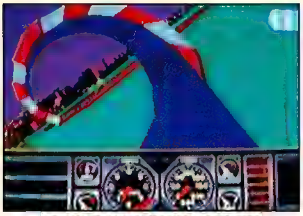
## Race Drivin'

| | |
|---|---|
| Saturn | SEGA SATURN |
| Driving | |
| November | Unknown Price |

Tengen has finally revealed pics of Race Drivin', the arcade-polygon race game made by Atari. (Curiously, Tengen's first-ever Mega Drive game was Hard Drivin', the polygon racer that preceded RD.) Everything is shown in a first-person perspective straight out the windshield of your car. Although Tengen has made certain graphic improvements such as the use of texture mapping, in most regards this remains faithful to the classic arcade racer. Don't worry, the instant replay is still there.

It does look antiquated compared to the new generation of arcade racers like Daytona and Ridge Racer, but this is still a very decent simulator and should be worth a look. This is also in preparation for the PlayStation.

So, if you've enjoyed the coin-op or just want some thrills on a really twisted track, you'll enjoy Race Drivin'.



You won't find tracks like these anywhere else. Check out those loops.

You will even get to hit a cow or two if you wish. That's always fun.

Barnstorming is best left to the experts. Don't try this at home, folks.

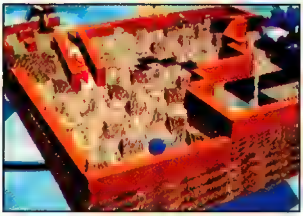
**Tengen of Japan**

## Tama

| | |
|---|---|
| Saturn | SEGA SATURN |
| Puzzle | |
| November | Unknown Price |

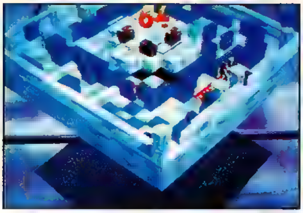
Tengen became the first Saturn licensee to actually show pictures of a game for the hotly tipped dual 32-Bit system. Tama, which means "ball" in Japanese, is a game sort of like Atari's classic (and madly infuriating) Marble Madness. Unlike MM in which you controlled the ball, Tama requires you to control the playing field to guide the ball to safety. You do this by tilting the playing field as needed to get the ball rolling. It's in accordance to the laws of gravity, so precision and delicacy are absolutely essential. Using the Saturn's scaling, rotation, and other graphic effects, you can check out the playing field before you commit yourself to a nerve-wracking game of pure concentration.

Tengen is also preparing a version for Sony's PlayStation, so owners of both systems will be able to enjoy this fantastic puzzler.



Like the old Labyrinth games, you must manipulate the board to move the ball.

TAMA



Each board has its own unique challenges. Keep things steady.

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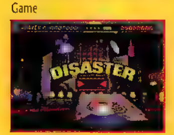
Nail the drop targets to trigger Jackpot-o-rama!

Navigate tunnels from one level to the next in the tri-level Meta Game



Rocket up the ramp and blast into Disaster Central.

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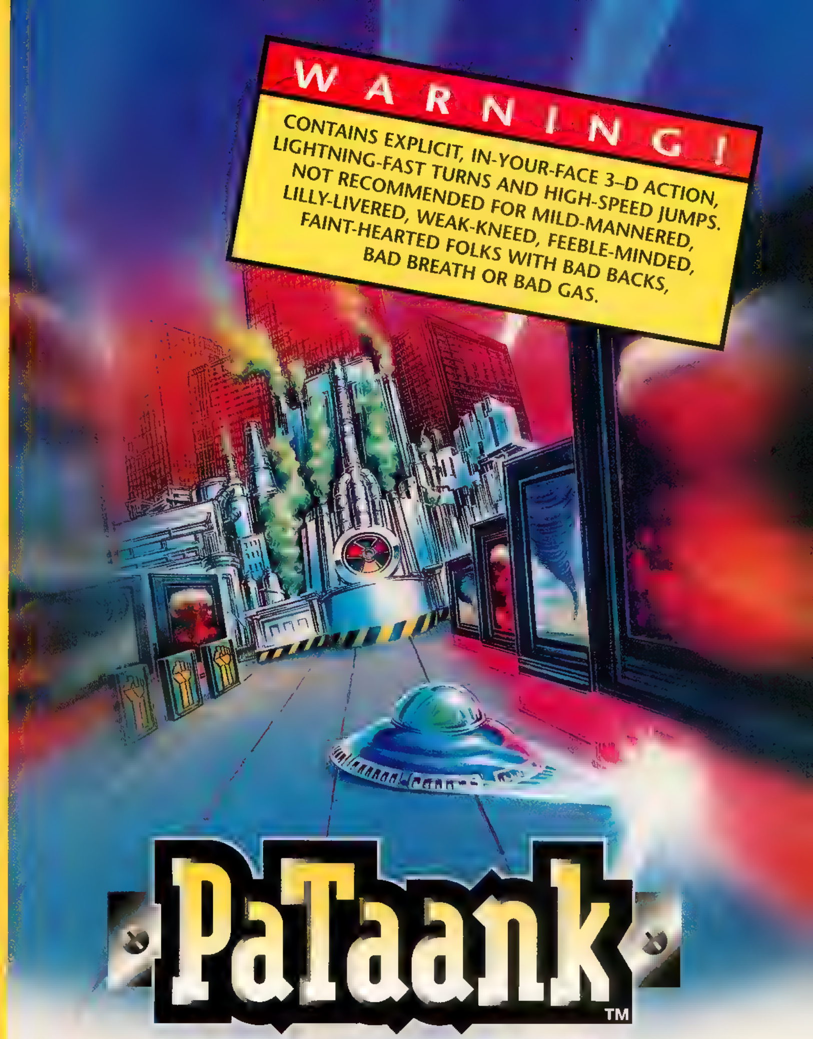

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3DO

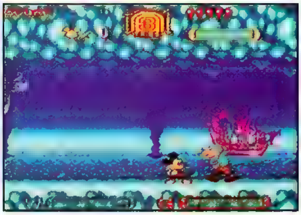
**Tomy of Japan**

## Mickey's Tokyo Disneyland Adven.

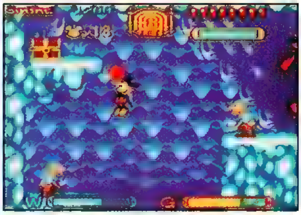
| | |
|---|---|
| Super Famicom | |
| Action | |
| December | ¥9,800 |

Mickey's off and running around in Tokyo Disneyland. He has to hit all the attractions at the park, including Pirates of the Caribbean and Splash Mountain, to gather up his friends so they can put on a show for the eager visitors. Unfortunately, Pete and his dippy minions are out to sabotage Mickey!

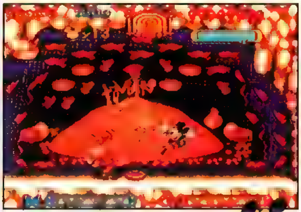
Our cartoon hero can only rely upon his collection of balloons. For example, he has water balloons as weapons and others to use as trampolines!



Travel through the Pirates of the Caribbean ride while fighting pirates.



Use your balloons wisely, and you'll be able to open up the park.



Look at all the treasure in the pirate's cove.

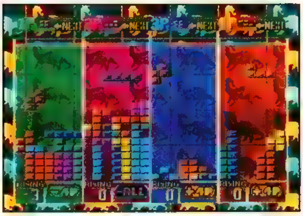
**Bullet-Proof Software of Japan**

## Super Tetris III

| | |
|---|---|
| Super Famicom | |
| Puzzle | |
| Unknown Release | Unknown Price |

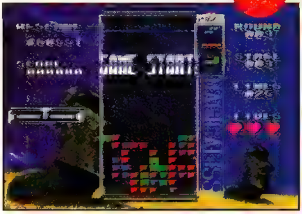
Tetris? Yes please! The classic that ignited the craze of gravity-driven puzzle games is back and bigger than ever. This time out BPS has added two brand-new modes called Magicalis and Sparklis. In Magicalis, the object is very much like Tetris, but with a strange twist. By rotating the pieces, they change color to red, blue, or green. There are also silver blocks that won't let complete lines disappear. You have to assemble a whole line of same-color blocks before these silver blocks can be changed into normal blocks. This really adds to the brain strain of the reflex-heavy original. Sparklis is similar to Bombliss, but uses electricity to zap blocks out of existence.

Of course, the original Tetris is also included for purists. There's also a four-player mode that should be insanely great. Hopefully this intense game will be brought to the States.



A brain-straining four-player mode is possible in this version!

SUPER TETRIS 3



The two new modes of play give Tetris fans more puzzling action.

**Epoch of Japan**

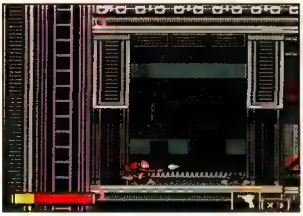
## Lupin the Third

| | |
|---|---|
| Super Famicom | |
| Action | |
| December | ¥9,800 |

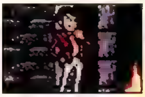
The lanky, long-legged hero from the manga by Monkey Punch breaks out for his Super Famicom debut. The suave and sophisticated thief is after a treasure that was whispered of only in legend, with help from his trusted friends (and hindrance from tenacious foes) who grace the anime and pages of the popular manga.

True to the original, Lupin is armed with his Walther P38 handgun, but at times he'll have to rely on bare knuckles to get by. Depending on how Lupin fares at certain points in the game, the routes and ending can be entirely different each time you play.

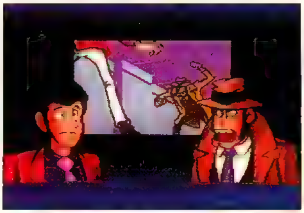
To get the looks of the game just right, the director of the anime series was enlisted. Fans of the anime won't be disappointed, especially with the cool cinemas which are drawn to perfection. Will Lupin be able to swipe the fabled treasure?



Use your trusty Walther P38 to blast the bad guys out of your way.



Lupin is a sly and inventive thief who'll do whatever it takes to get rich.



Cinemas send you right into the story line. It changes each time.

BATTLECORPS ACTION
IN YER FACE!
CORPS
92
BATTLECORPS
BATTLECORPS
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SEGA CD
BATTLECORPS

NYR
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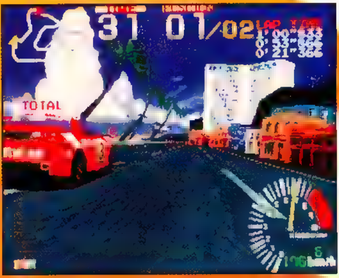
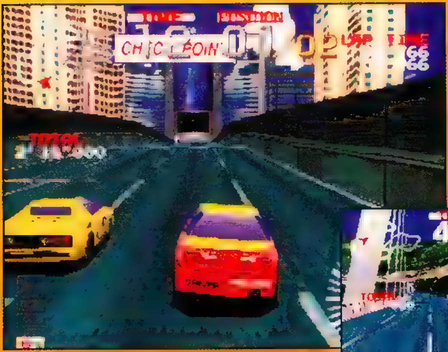
**JAPAN**

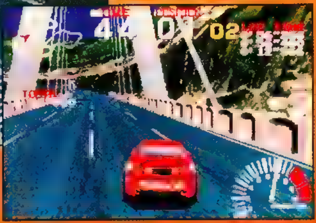
**PlayStation**

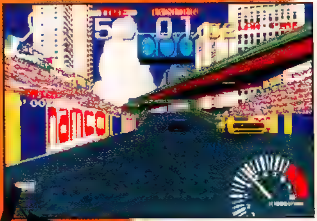
# RIDGE RACER

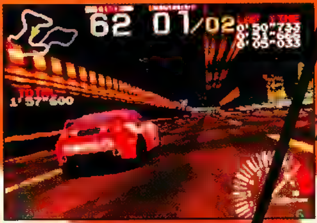


Ridge Racer heated up the arcades, and now it is almost ready for launch on what may become one of the most popular systems around: the PlayStation. Using almost the same incredible graphics of the arcade coin-op, this version will blow you away. This cart really shows off the PlayStation's capabilities, making it clear that this is one system that won't sit still. Ridge Racer plays like your average driving cart, complete with shifting, braking, and accelerating, but the PlayStation takes it to new heights. If you've got a hunger to drive muscle cars down a long stretch of road, Ridge Racer will squeal your tires.









## FACT FILE

### RIDGE RACER

| MANUFACTURER | # OF PLAYERS |
|---|---|
| NAMCO OF JAPAN | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | N/A |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | N/A |
| **THEME** | **% COMPLETE** |
| RACING | N/A |

**THE GOOD**

This game is translated with such attention to detail that it puts the 16-Bit racers to shame.

**THE BAD**

We'll have to wait some time before we'll be able to see some PlayStation games over here.

**THE UGLY**

The look of all the angry arcade owners who will lose business to the home platforms.

RIDS BRAINS OF
MOLD AND MILDEW
KONAMI
MIND DISINFECTING
Video Games
CUTS THROUGH BOREDOM
TOXIC LEVELS OF EXCITEMENT
32 BLADDER LOOSENING OZ. (1 QT.) 946 ml
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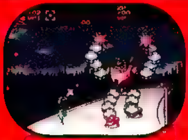
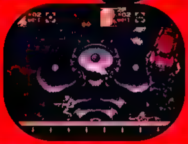
CONTRA
HARD CORPS

Push your SEGA™ Genesis™ to the limit with the most gut-wrenching Contra® game ever. Contra Hard Corps.™ But bring a friend, you'll need someone to scrape you off the walls. As a Contra member, you're mankind's last hope of rising from the ashes of the Alien War. All that stands in your way are hundreds of mutant cyborgs bent on turning you into chopped liver. Pick any one of 4 elite commandos and battle your way through 12 levels of pain and doom. Each path you choose leads to a feeding frenzy of destruction. Confront metallic beasts whose firepower is strong enough to melt your corneas. Reduce them to scrap metal, only to face the most fearsome collection of bloodthirsty bosses. You'll be whimpering for Mommy before level 2. Jack into Konami®'s Contra Hard Corps. But, before you do, leave behind your dental records. It may be the only way to identify you.





GENESIS
CONTRA
HARD CORPS
MA-13

Hunt out Contra: The Alien Wars™ for your Game Boy®.

KONAMI®

SEGA

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Maybe I should have played checkers instead

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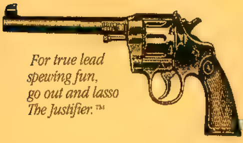
# GO WEST Y

# AND BLOW AWAY AN

In the Old West, gun fighters let their guns do the talkin'. Now you can pack one that just won't shut up. Lethal Enforcers™ II: Gun Fighters™. It's all the gun blazin' action of the smash hit arcade game, fired up for your SEGA™ Genesis™ and SEGA CD.™

1P 000550
CREDIT 01
2P 000000



*For true lead spewing fun, go out and lasso The Justifier.™*

Blast your way through five lightning fast levels. Aim for the heart to drop scum in their tracks. Draw your six-shooter and serve up some hot lead to ruthless bank robbers. Grab your Gatling gun and flush out a gang of grubby banditos.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,

1P 000550
CREDIT 01
2P 00000

Hey gringo, don't bring shame upon your good family name. Only a dork would mess around with real guns. Remember, it's just a video game. Lethal Enforcers™ and Gun Fighters™ are trademarks of Konami (America) Inc.

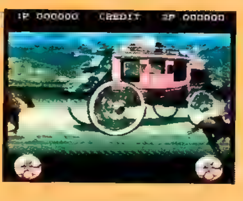
# OUNG MAN,

# YTHING THAT MOVES.

skeletal ghouls. Never mind the stench, son.

So reach for your guns and see if you got what it takes to make Deputy, Sheriff or U.S. Marshall. But watch yourself, pardner. 'Cause you'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs those crusty varmints are a-throwin' your way. And mind the innocent townsfolk and Holsteins. Shooting them will cost you.

Let the bullets fly and the bodies fall in Konami®'s Lethal Enforcers II: Gun Fighters. One false move and the buzzards won't be goin' hungry tonight.



GENESIS
Gun Fighters

*Also available on Sega CD*

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# Is this the game or the TV show?

And he's not talking. So you'll just have to find out for yourself in Konami®'s *The Adventures of Batman™ and Robin™* video game. The new 16 meg blockbuster for your SUPER NES®. Plunge into the underworld of *Gotham City* and battle the *Dark Knight's* archenemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on *Batman's* utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

# Only Alfred™ knows for sure.

[illegible] g [illegible] prune [illegible] use. Then [illegible] to unstuff [illegible] to strike fear into the populace. Follow the *Bat* [illegible] *The Adventures of Batman and Robin* video game. It's all the [illegible] Without all those annoying commercials.

?
?
ERRORS
?
the adventures of BATMAN & ROBIN
SUPER NINTENDO
KONAMI

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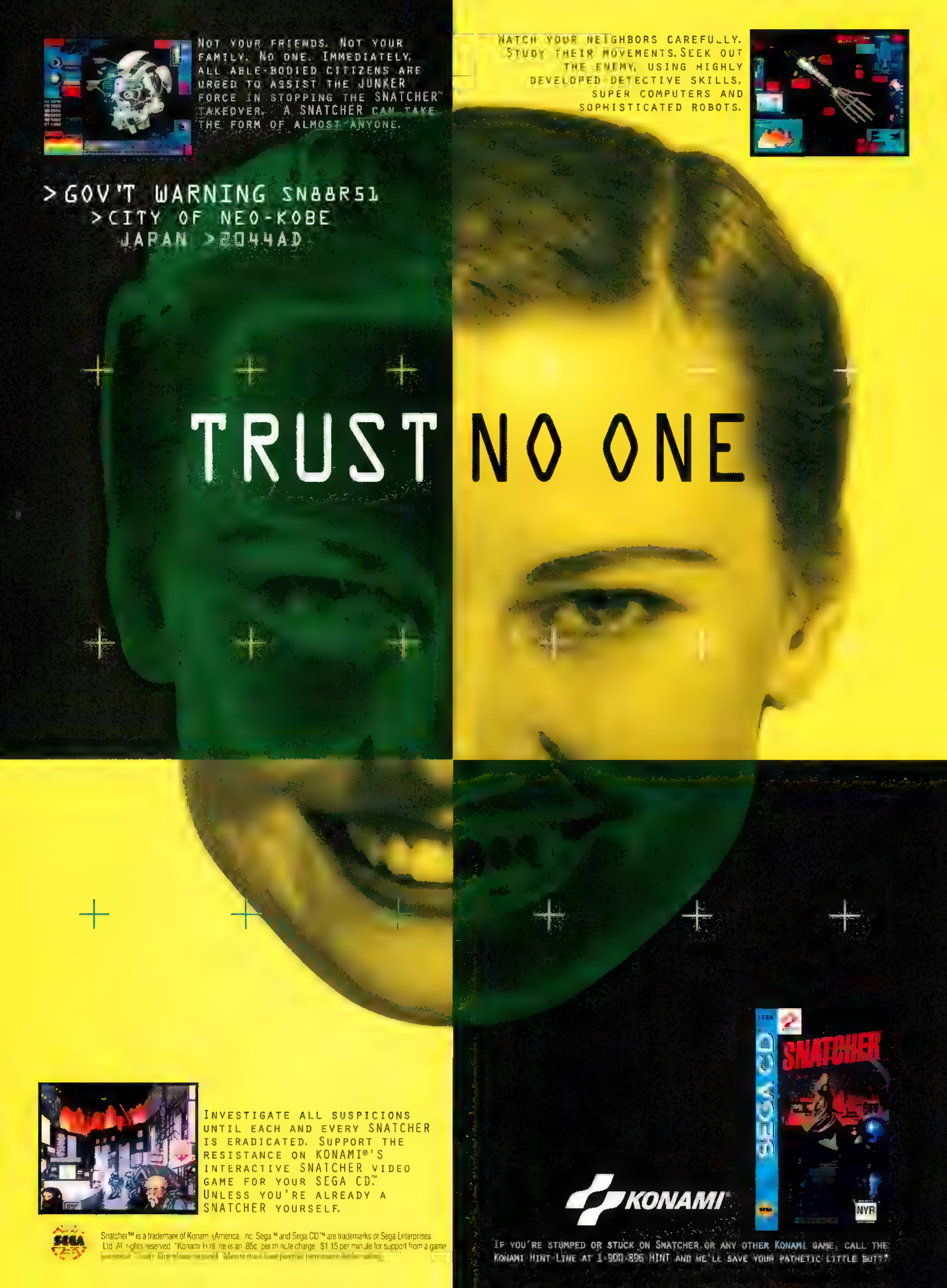

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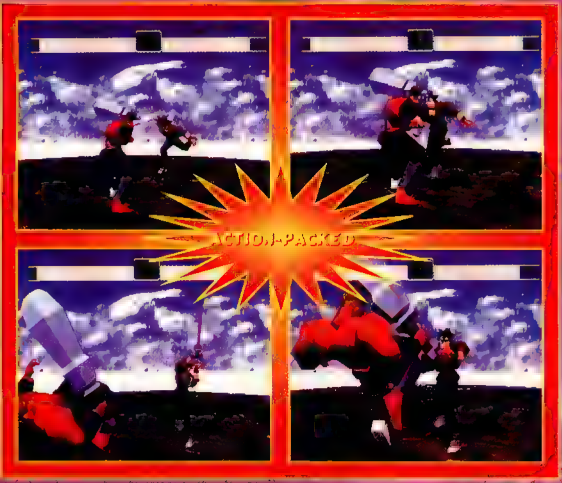
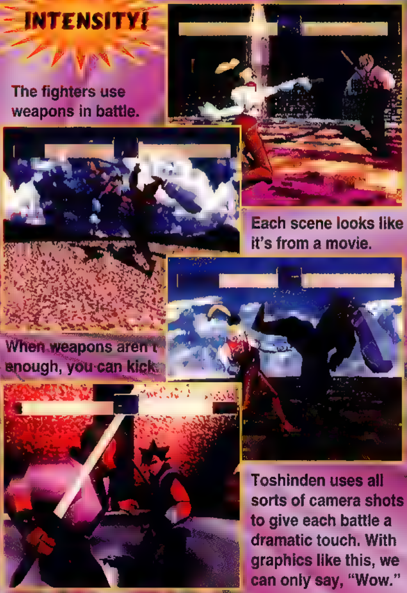


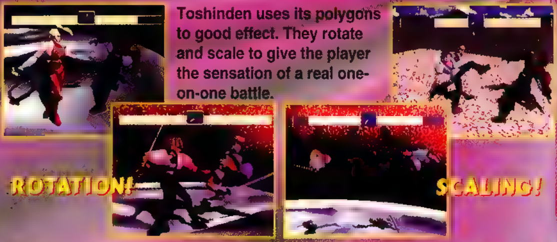


The fighters use weapons in battle.

Each scene looks like it's from a movie.

When weapons aren't enough, you can kick.

Toshinden uses all sorts of camera shots to give each battle a dramatic touch. With graphics like this, we can only say, "Wow."

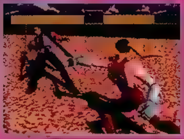


Toshinden uses its polygons to good effect. They rotate and scale to give the player the sensation of a real one-on-one battle.

# TOSHINDEN

Takara has finally admitted that they are developing the mystery 3-D fighting game for Sony's PlayStation as reported in *EGM*$^2$ #3. The game is called Toshinden, which translates roughly to the Legend Battle Gods, and it really rocks! We got to check out a version that was just 30 percent complete, but even that was more than enough to get us totally pumped.

Obviously, Toshinden shares similarities with Sega's Virtua Fighter. For example, all the fighters and their battle stages are composed of 3-D polygons. The vantage point can be smoothly rotated any which way, making for extremely cool brawls. Unlike VF, all the fighters will be equipped with some sort of weapon, such as a sword, whip, or club. The fighters responded well to key commands, and the moves were smooth and highly realistic. Our version only had four characters, but Takara stated that at least four more would be on the way. If these graphics look a little blocky to you, it's because not all the polygons have been finished. Right now each character has 800-900 polygons, but they are supposed to have just under 1000 in the finished version. Look for more on this awesome fighting game in a future issue of *EGM*.



**THE GOOD**

This is just one of the many cool games for the PlayStation. Its future looks very bright.

**THE BAD**

Our version wasn't done yet. It's supposed to be ready for the PlayStation's launch, though.

**THE UGLY**

Fighting women with whips isn't my idea of fun. I get enough abuse from the women around the office.

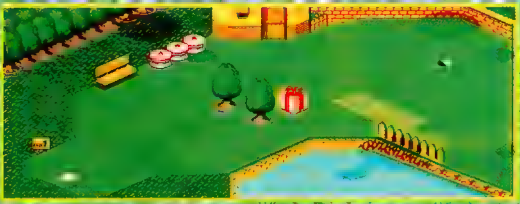
TOSHINDEN

**FACT FILE**

**TOSHINDEN**

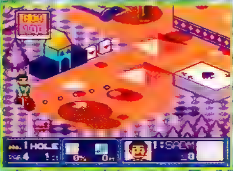
| | | | |
|---|---|---|---|
| MANUFACTURER | TAKARA OF JAPAN | # OF PLAYERS | UNKNOWN |
| DIFFICULTY | UNKNOWN | AVAILABLE | UNKNOWN |
| CARTRIDGE SIZE | CD-ROM | NUMBER OF LEVELS | UNKNOWN |
| THEME | FIGHTING | % COMPLETE | 30% |

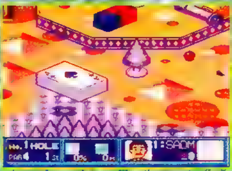
JAPAN
SUPER FAMICOM

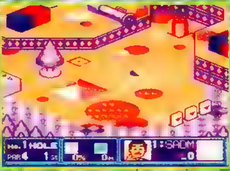


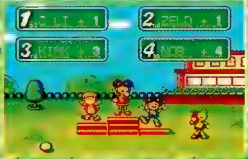
There are a number of courses to choose. The great outdoors is pretty much the easiest one to be found.

## GETTING A HOLE IN ONE

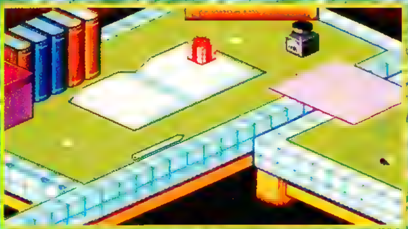


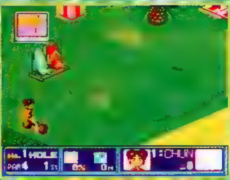




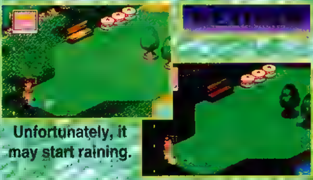


Get enough holes in one and you'll be in the winner's circle.

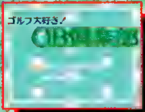




Enthusiastic players will love the diverse courses!



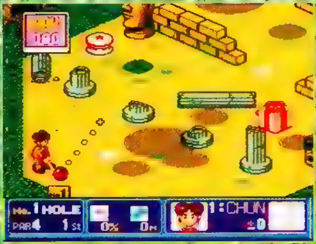
Unfortunately, it may start raining.

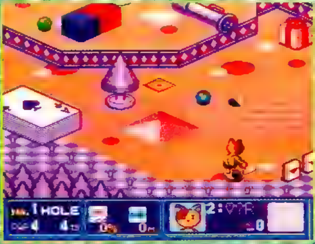


### FACT FILE

**OB CLUB**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| MASAYA OF JAPAN | 1 TO 4 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | OCTOBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | N/A |
| **THEME** | **% COMPLETE** |
| SPORTS | 100% |





# O.B. CLUB

O.B. Club is a cool, new golf game by Masaya of Japan. Unlike the bland, old, usual golf simulations, this one goes for the fun approach. Choose your player and the course. There are all kinds of courses to play on, such as ancient ruins, a land of toys, or even in outer space! O.B. Club forces you to use a lot of strategy. Getting a hole in one is almost impossible!

Another new feature is the ability to have four players hacking it out at once. With different hazards on each course, you're sure to have a wild time.

If you want a sports game that's really a great time, try O.B. Club.

### THE GOOD

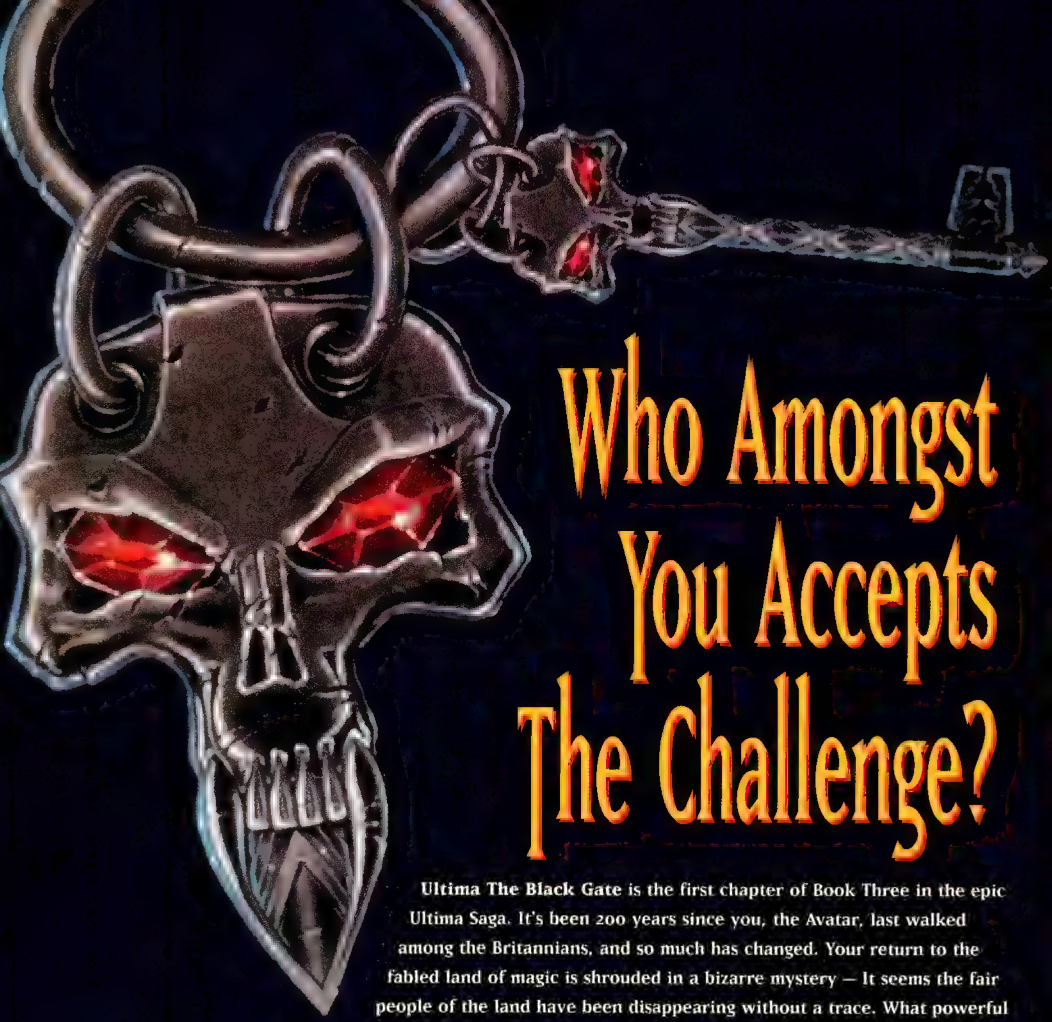
Unlike most golf sims, this one isn't boring. It's a lot like miniature golf with lots of fun courses.

### THE BAD

Most of the golf games that are released in America lack personality.

### THE UGLY

What could possibly be nasty in a golf game? I can't think of a darn thing.



**Ultima The Black Gate** is the first chapter of Book Three in the epic Ultima Saga. It's been 200 years since you, the Avatar, last walked among the Britannians, and so much has changed. Your return to the fabled land of magic is shrouded in a bizarre mystery – It seems the fair people of the land have been disappearing without a trace. What powerful sorcery is behind this corruption of the land you champion? Do you have the power to solve the mystery that has befallen your countrymen before the evil completes its terrible mission?

**Features:**

- All new spells, weapons and armor!
- Over 100 hours of fantasy role playing adventure!
- Sequel to the top 10 hit Ultima: The False Prophet.
- Battery back up allows you to save play position!

Ultima®
The Black Gate™
FCI
SUPER NINTENDO

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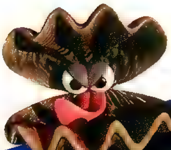
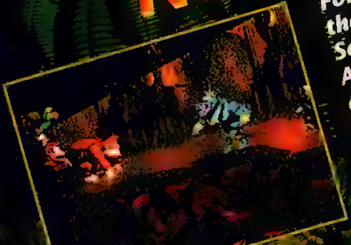
# IN SEARCH OF THE NEXT LEVEL

*The next level of video games is here, but it's not what you might think.*



## New Hardware Not Necessary



For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.

## 16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.

Advertisement

You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.

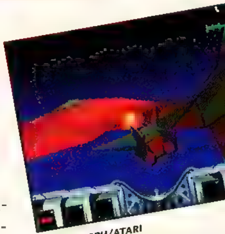
# Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

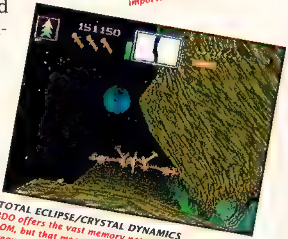
Many elements of Donkey Kong Country—like Diddy Kong—existed in 3D perspectives for the game developers at Rare Ltd. to manipulate.

# Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—$250 for the Jag and a whopping $400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CYBERMORPH/ATARI
Jaguar may have more processing speed, but DK Country on the Super NES graphically outperforms Jag games released so far. Why? Because programming is more important than power.



TOTAL ECLIPSE/CRYSTAL DYNAMICS
3DO offers the vast memory potential of CD-ROM, but that means video games are subject to frequent, awkward access pauses. For the price of the system you'd expect to be able to buy games as good as DK Country. Think again.

# TRICKS OF THE TRADE

## SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:

*Tricks of the Trade*
*1920 Highland Ave, Suite 222,*
*Lombard, IL 60148*

Check into the ongoing saga of Trickman Terry for details or get a Little Toasty fatality in the chops!

## WIN GAMES!

### TERRY'S BACK TO HIS OLD TRICKS AGAIN!

Things don't seem to be going too well for the Trickmeister. After being such a good boy for so long, the Trickman ended up getting another speeding ticket this month. That's another 75 bucks down the tubes, which he doesn't have! On top of that, Tina got into an accident with her company's vehicle (no one was hurt) and is now trying to find new work. The stress of these fiascos have gotten Trickman Terry down in the dumps. His loyal readers need to cheer him up by sending their new tricks to:

***Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.***

If your tantalizing trick makes Terry put on a happy face and dance around the office in his underwear, you will get your name in the *Electronic Gaming Monthly*'s Tricks of the Trade section to show all of your friends and you will also receive another goodie—a free game for the system* of your choice! Please see the details below on the allowable systems.

Rules that we put in tiny print to keep our lawyers happy and cause eye strain... Sendai Publishing Group, Inc., is not responsible for the submission of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. Tricks may be printed in both publications (*EGM* and/or *EGM²*). However, the winner will receive only one prize for the submitted trick. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, Game Boy, Super NES, Genesis, Sega CD, Duo, Lynx, Game Gear, 3DO, Philips CD-i, and Jaguar. Void where prohibited by law.

## TRICK OF THE MONTH

### The Way of the Warrior

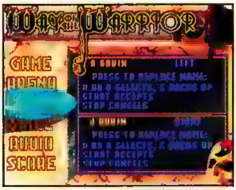
**3DO** | **Universal Interactive**

**Boss Codes and Psychedelic Stage**

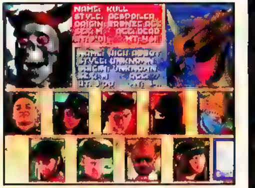
**To make the codes for the Bosses and the new stage work, enter the correct codes on the Start-up Menu Screen.**

These codes will get you to the Bosses of the game and let you access a new stage! Go to the Start-up Menu and access the Names Option. For Kull the Despoiler, enter: A GAVIN JUN 11 1970. For High Abbot, enter: J RUBIN JAN 6 1970. On the Player Selection Screen go to the bottom past Crimson Glory to find the Bosses. To access the psychedelic Caves stage, enter the code: PARANOID MAY 5 1975.

Mike Brennan; Kingston, PA



On the Start-up Menu, access Names to enter the codes.



To the right of Crimson Glory are Kull and High Abbot!

Take one or two players and brawl with the Bosses!

The caves are psychedelic! Try to fight in this stage!

## WIN AN AWESOME CONTROLLER FROM STD AND *EGM*!

Everyone who sends in tricks to the Trickman has a chance of winning either an SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, or SGPROGRAMPAD-2! We're looking for the Trick of the Month to put on the first page of Tricks of the Trade. If you send us an awesome trick, code, cheat, etc. that we haven't found, you are eligible to win the Trick of the Month! If you win, you'll get your name in print, the STD controller, and a free game for the (allowable) system of your choice! Contests like this come only from the Biggest and Best Video Game Mag, *EGM*!

OFFICIAL RULES AND CONDITIONS. 1 *No Purchase Necessary* No purchase or payment of any money is necessary to enter. To enter the contest print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to Tricks of the Trade, Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by November 15, 1994. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Sendai Publishing reserves the right to cancel this contest at any time with appropriate notice. 2 *Winners.* Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the judges. The judges will be from the Sendai Publishing Group and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Sendai Publishing Group and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of this contest and judges' final decisions. 3 *Prizes.* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 4 *Eligibility.* Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Sendai Publishing Group, Inc. or STD Entertainment, or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state and federal taxes are the sole responsibility of the PrizeWinners. If PrizeWinners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). 5 *Restrictions.* Void where prohibited or restricted by law. All federal, state and local regulations apply. 6 *Sponsors.* Contest sponsored by Sendai Publishing Group, Inc. and STD Entertainment (USA), Inc. Copyright © 1994 Sendai Publishing Group, Inc. SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of STD Entertainment (USA), Inc.

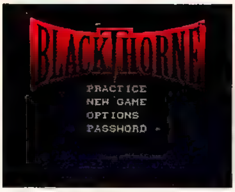
## Blackthorne

**Super NES** | **Interplay**

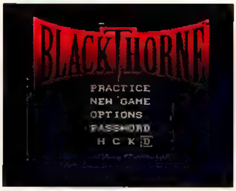
**All Level Passwords**

**At the Title Screen, move down to password and press START to enter the code. This will take you to another section.**

POWER TRIP



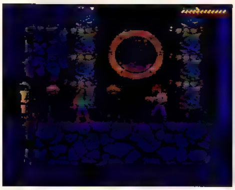
When the Title Screen appears, move to the Password Option.



Press the START button and then enter your password.

Here are all of the passwords for this great adventure game! Just move to the Password Option on the Title Screen, press START and enter the passwords.

Mine Level 2 - FBWC
Mine Level 3 - QP7R
Mine Level 4 - WJTV
Tree Level 1 - RRYB
Tree Level 2 - ZS9P
Tree Level 3 - XJSN
Tree Level 4 - CGDM
Sand Level 1 - TJ1F
Sand Level 2 - GSG3
Sand Level 3 - BMHS
Sand Level 4 - Y4DJ
Castle Level 1 - HCKD
Castle Level 2 - NRLF
Castle Level 3 - BMHS
Castle Level 4 - MJXG
Castle Level 5 - K3CH



The password will take you to a new section of the game!

## Super Bomberman 2

**Super NES** | **Hudson Soft.**

**Cool Password**

**On Super Bomberman 2, go to the Password Screen and enter the code: 1111. This will give you some great weapons.**

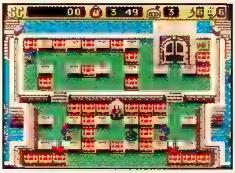
POWER TRIP

Here is a password found on Super Bomberman 2 that lets you start on the One-player Mode with six flames, six bombs, a glove, and a detonator. The password is:

1111

This will greatly help you defeat the bad guys and get further in the game!

Phillip Lui; Honolulu, HI



With this code, it will be easier to get through the game!

## Breath Of Fire

**Super NES** | **Square Soft**

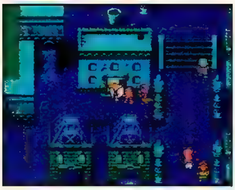
**See Chun Li in the Game**

**In the town of Bleak, give the magician 100 GP. When he tells you to turn around, Say "No" twice and "Yes" on the third.**

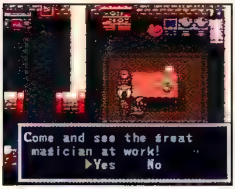
POWER TRIP

In the game, go to the town called Bleak and talk to the magician who does the illusions. First, give him 100 gold pieces. He will tell you to look behind you three times. Say "No" the first two times and then say "Yes" the third time. The screen will fade and you will see Chun Li doing her Lightning kick!

Jeff Leong; North Conway, NH

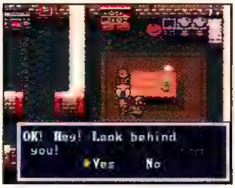


Go into the town of Bleak and find the place of the magician.



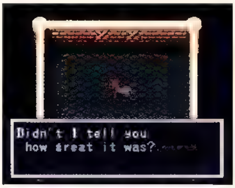
Come and see the great magician at work!
▸Yes No

He will tell you to see his magic. Pay him 100 GP.



OK! Hey! Look behind you!
▸Yes No

He will say, "Look behind you." Say "No" twice and then "Yes."



Didn't I tell you how great it was?

When you turn around, you will see Chun Li doing her kick!

# CHEAT SHEET

## Tetris 2

**Nintendo/Super NES**

**Level Passwords**

Here are the codes starting at level 31 (1-30 can be accessed without codes) and going to 100:

LEVEL 31 - FT?
LEVEL 32 - N7?
LEVEL 33 - 48N
LEVEL 34 - 8QN
LEVEL 35 - 48R
LEVEL 36 - 8QR
LEVEL 37 - 2F2
LEVEL 38 - XS2
LEVEL 39 - 2FK
LEVEL 40 - XSK
LEVEL 41 - S8N
LEVEL 42 - 0QN
LEVEL 43 - S8R
LEVEL 44 - 0QR
LEVEL 45 - QF2
LEVEL 46 - HS2
LEVEL 47 - QFK
LEVEL 48 - HSK
LEVEL 49 - 4NQ
LEVEL 50 - 80Q
LEVEL 51 - 4N0
LEVEL 52 - 800
LEVEL 53 - 2RV
LEVEL 54 - X9V
LEVEL 55 - 2R!
LEVEL 56 - X9!
LEVEL 57 - SNQ
LEVEL 58 - 00Q
LEVEL 59 - SN0
LEVEL 60 - 000
LEVEL 61 - QRV
LEVEL 62 - H9V
LEVEL 63 - QR!
LEVEL 64 - H9!
LEVEL 65 - T19
LEVEL 66 - 9V9
LEVEL 67 - T1M
LEVEL 68 - 9VM
LEVEL 69 - WZ5
LEVEL 70 - BL5
LEVEL 71 - WZ1
LEVEL 72 - BL1
LEVEL 73 - V19
LEVEL 74 - CV9

(continued on 108)

administer smackies

3 times more moves than flat 2-D fighting games… like groveling, humiliation, spanking, decapitation, nut bustin', flying spit, and all the other stuff that makes life worth living.

# BA

# OU

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.

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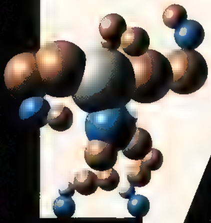
Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the rudest kind. You know, the sort that likes to pick its nose 'til it bleeds.

# LLZ™



# UT.

3-D fighting at its ballziest. Now out on Sega™ Genesis™ and coming November on Super Nintendo®

GENESIS
Ballz
FIGHTING AT ITS BALLZIEST
SEGA
ACCOLADE

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ACCOLADE

TRICKS OF THE TRADE

# CHEAT SHEET

### Tetris 2
### Nintendo/Super NES
**Level Passwords (continued)**

LEVEL 75 - V1M
LEVEL 76 - CVM
LEVEL 77 - 5Z5
LEVEL 78 - ?L5
LEVEL 79 - 5Z1
LEVEL 80 - ?L1
LEVEL 81 - TW6
LEVEL 82 - 926
LEVEL 83 - TWZ
LEVEL 84 - 92Z
LEVEL 85 - WK4
LEVEL 86 - B64
LEVEL 87 - WKP
LEVEL 88 - B6P
LEVEL 89 - VW6
LEVEL 90 - C26
LEVEL 91 - VWZ
LEVEL 92 - C2Z
LEVEL 93 - 5K4
LEVEL 94 - ?64
LEVEL 95 - 5KP
LEVEL 96 - ?6P
LEVEL 97 - JP7
LEVEL 98 - Z37
LEVEL 99 - JPH
LEVEL 100 - Z3H

Josef Jung
Blue Jay, CA

### Incredible Hulk
### U.S. Gold/Genesis
**More Moves**

Here are some great moves that were not included in the manual.

Special Moves:
Ceiling Smash = Grab enemy, then press UP + B.
Hulk Out Moves:
Pile Driver = Grab enemy then press A + B.
Jump Stomp: B then DOWN while in air.
Shoulder Charge: LEFT, LEFT, C, LEFT (facing left).

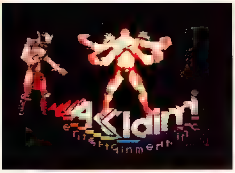
## Mortal Kombat II

**Super NES** | **Acclaim**

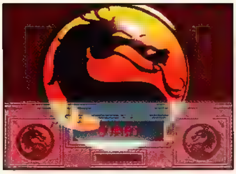
**Cool Intro, Group Battle, Etc.**

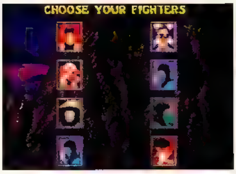
**There are plenty of tricks described below that will make this game even more enjoyable for everyone.**

POWER TRIP

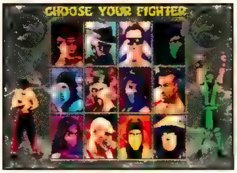


Turn on the game and hold L and R to get this cool intro!

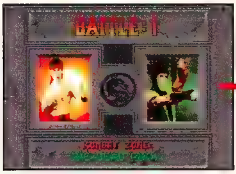

At this title, hold the top L and R buttons and press START.



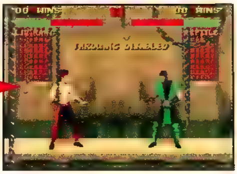
You'll get this screen! Choose your players, or press SELECT.



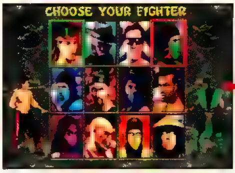
Choose your characters and immediately hold DOWN and Y.



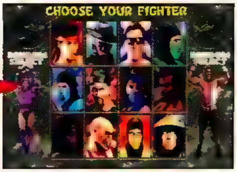
Both players must do the code by the time this screen appears.



When the fight begins, it will say, “Throwing Disabled.”



Have each player hold UP and START to do the next trick.



The computer will randomly select your characters for you!

These tricks will make this game even better! As soon as you turn on the game, take controller one and press and hold the top L and R buttons. When the Acclaim logo appears, Shao Kahn will walk onto the screen with Kintaro and give you an awesome introduction! To get a four-player fight, go to the Title Screen and hold the top L and R buttons. Now, press START. You will get a screen with four characters on each side. Choose your characters, or you can press the SELECT button to randomly choose your characters on this screen. (You may only do this mode with two players.) To get a random select for your characters, just go to the Character Selection Screen and press UP and START at the same time. Once you do this, the computer will choose your character for you. You can do this for either one or two players.

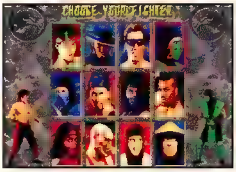
## Mortal Kombat II

**Genesis** | **Acclaim**

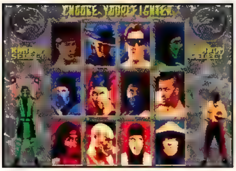
**Random Select Characters**

**This trick can be done at the Character Selection Screen. Press UP and START simultaneously for a random selection.**

POWER TRIP



Go to the Character Selection Screen with one or two players.



Press UP and START to let the computer choose for you!

00 WINS
00 WINS
FIGHT !!

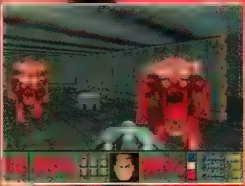
To get a Random Select in the Genesis version of Mortal Kombat II, just do this method. Start the game and go to the Character Selection Screen that says, “Choose Your Fighter.” Now, press UP and the START button simultaneously. The computer will then choose your character for you. You can do this trick with either one or two players. This will make the matches fair for both players.

# DOOM

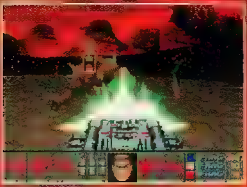
now there's a place

MORE VIOLENT

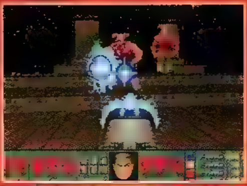
than earth.



WHO BETTER TO GREET YOU ON THE SHORES OF HELL THAN HORNED PINK DEMONS? GOOD THING YOU PACKED YOUR CHAINGUN.



NOTHING CLEARS A ROOM OF IMPS FASTER THAN THE BFG 9000.



BARONS OF HELL--YOU CAN'T LIVE WITH 'EM YOU CAN'T KILL 'EM WITH ANYTHING LESS THAN A PLASMA RIFLE.

WELCOME TO DOOM FOR THE JAGUAR 64-BIT INTERACTIVE MULTIMEDIA SYSTEM. IT'S PURE HELL, 64-BIT STYLE. ✦ FROM THE MOMENT YOU ENTER THE DARK HALLS OF DOOM TILL THE LAST GUNSHOT OF THE GAME, YOU'LL PATROL NEVER-SEEN-BEFORE LEVELS AND FACE AN ARMY OF VICIOUS ASSASSINS PRIMED TO TAKE YOU OUT. ✦ SATANIC DEMONS, LOST SOULS, FIRE-BREATHING MONSTERS. YOU MAY BE SPOOKED, BUT YOU SURE WON'T BE LONELY. ✦ WITH ITS 32-MEG CART, ULTRA-REAL, TEXTURE-MAPPED CORRIDORS, LIGHTNING-FAST MOVES, TRUE 3D GAME PLAY, AND A BOTTOMLESS PIT OF HIGH-ACTION PLAY OPTIONS, DOOM IS A 64-BIT SHOWCASE GAME GUARANTEED TO UNLEASH THE POWER OF JAGUAR. ✦ SO SET YOUR COURSE, PACK YOUR KILLER INSTINCT, AND GO TO HELL.

JAGUAR 64-BIT

DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

ATARI
MADE IN THE USA

[illegible] parents' permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari RoundTable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Actual screens may vary. ATARI, the Atari logo, Jaguar and the Jaguar logo are trademarks or [illegible] All rights reserved. Doom™ Copyright by Id Software. All rights reserved.

TRICKS OF THE TRADE

# CHEAT SHEET

## Zero Tolerance Accolade/Genesis

### Strategy Tips

These strategies from Accolade will help you through the game.

- Player must pick up weapons off of dead enemies immediately—otherwise the opportunity to get their ammunition goes away.
- Do not pick up medi-packs unless you have at least 25 points on the Health Meter. Wait until health is low, then pick up a medi-pack.
- Hold onto grenades and then use only when you enter an area with many enemies (10 or more); the grenade has the power to kill many enemies at once unlike other weapons.
- When entering a big room, beware of enemies on one side of the entry:
- To alert all enemies, move in slowly.
- Staying close to the wall, back out immediately, then you can kill all enemies as they move by the door.
- If you are wearing a bullet proof vest and have collected a lot of medi-packs:
- Run through any crowds you approach to alert them.
- Run to a door or hallway and turn around. You will be in an excellent position to kill all approaching enemies.
- Effective weapons to use are the flamethrower, pulse laser, shotgun, and laser-aimed gun.
- Don't just charge into a room; play it cool. Try the sneaking approach.
- Move in slowly, watching for enemies that might,

(Continued on page 112)

## Dynamite Headdy

**Genesis** | **Sega**

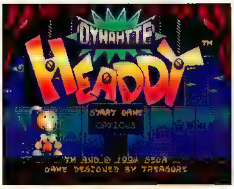
**Stage Select**

**At the Title Screen, press START once. Now enter: C, A, LEFT, RIGHT, B. If you hear a sound, then the trick worked.**

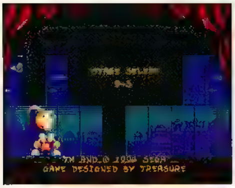
POWER TRIP

When the Title Screen appears, press START once. Leaving the cursor at Start Game, enter the code: C, A, LEFT, RIGHT, B. If you hear a sound, you've got it! Press START and you'll access the Stage Select! Just choose your level and stage. Then press START to play!

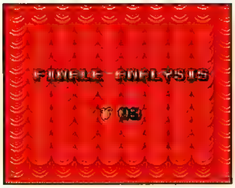
(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version)



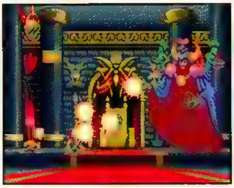
On the Title Screen, press the START button one time.



Enter the code and you will hear a sound. Stage Select!



Choose you starting stage and you'll get the opening.



You can start out on the last level and face the Boss!

## Double Dragon V

**Genesis** | **Williams Ent.**

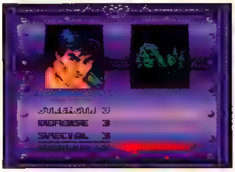
**Two Extra Reserve Points**

**At the Menu Screen, enter: UP, C, B, A, DOWN, A, B, C, LEFT, C, B, A, RIGHT, A, B, C to gain two more reserve points.**

POWER TRIP

Here is a special attributes code that will give you two extra reserve points for your character. To do this, go to the Menu Screen (Tournament, Vs. Battle, etc.). Enter this code with controller one: UP, C, B, A, DOWN, A, B, C, LEFT, C, B, A, RIGHT A, B, C.

Alex VanHeyde; Ocala, FL



Do the trick and you can get two more reserve points!

## Megaman 5

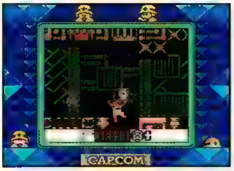
**Game Boy** | **Capcom**

**Power-Up Arm Weapon**

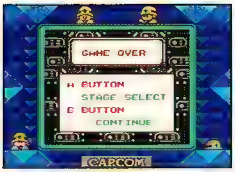
**After you die on a stage, choose to continue. Do this two more times and you'll get a new weapon from Dr. Light.**

POWER TRIP

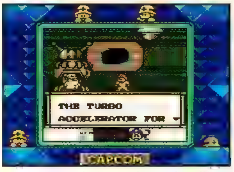
After you die on a stage, the Game Over Screen will appear. Press button B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting!



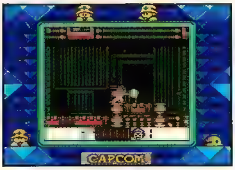
In any stage, use up your lives to get the Game Over Screen.



On the Game Over Screen, press button B to continue.



At the third continue, it will change to Dr. Light's lab!

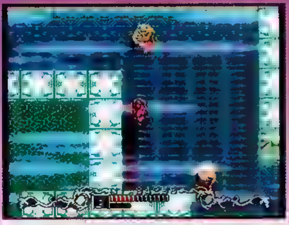


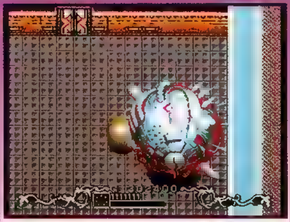
He'll give you a new power-up for your arm weapon!

BEWARE!
FROM THE CREATORS OF THE 7TH SAGA...
BRAIN LORD

At last we meet,...

Strange visions crowd my mind...
Reality or Dream?


This place seems to go on forever.
There must be a way out...


The door is locked! I can't get out!
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy. I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.

They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...

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# CHEAT SHEET

## Zero Tolerance
## Accolade/Genesis

### Strategy Tips (continued)

...approach you from the side. Try doing small retreats occasionally to make sure no one is sneaking up on you.

- If you are attacked by two enemies at the same time, attack one with only one shot! He will be paralyzed for a second, then attack the other enemy. Repeat until both enemies are killed.
- Keep your eyes peeled for security cameras in the high-rise levels. If you don't knock out those cameras, the enemy will sound the alarm and send forces in great numbers to that location. Use the cameras to your advantage:
- Move up to the camera, drop a couple of mines, then back off immediately.
- The camera will set off the alarm.
- The enemies will rush toward you and step on the mines and get killed.
- When using mines, be sure to place them very carefully.
- Don't retrace your steps, because you might end up blowing yourself up.
- Use the mines to give your pursuers a nasty surprise.
- Bounce grenades off walls to maneuver them around corners without putting yourself in the enemies' range of vision.
- Walk behind patrolling sentries, keeping a safe distance.
- If you move in front or are too close, other...

(Continued on page 114)

## John Madden Football

| 3DO | Electronic Arts |
|---|---|

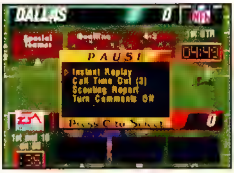
**Big Players, See Plays, Etc.**

**You must first press the P button to pause the game. Then enter the codes below for various results.**

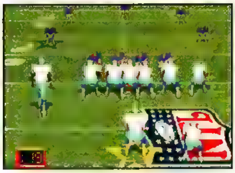
POWER TRIP

Here are some cool tricks for John Madden Football for 3DO. You must first pause the game to make these codes work. To get very large players on your team, take the controller and press the top R button, A, and the P button (RAP). You'll hear the crowd cheer. To lift the black covers off the other team's play, press B, top L button, A, B (BLAB). You'll hear a grunting sound. To reset the game to its original state, press A, X button (AX). You'll hear a gunshot sound if the trick worked.

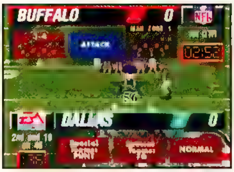
**Michael Tang; Monte Sereno, CA**



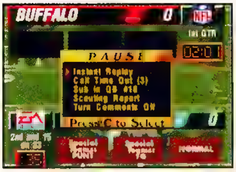
To do all of these tricks, press the P button to pause.



Put in the code RAP for large players on your team.



Put in the code BLAB and you'll see the computer's play.



To reset the game back to normal, just put in AX.

## Wild Guns

| Super NES | Natsume |
|---|---|

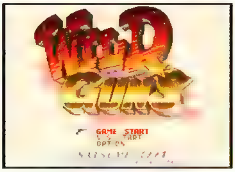
**Stage Select**

**At the Select Player Screen, with the SELECT button pressed, enter A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B.**

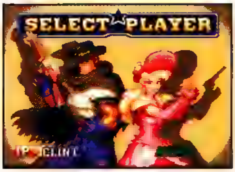
POWER TRIP

At the Select Player Screen, press and hold SELECT. While holding it, enter: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. You'll hear a sound. Now, choose your character and press START. The Stage Select will appear. Pick your stage!

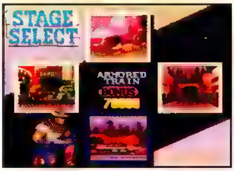
(Note: This trick was done on a pre-production version of the game [illegible] trick may or may not work on the production version)



At the Title Screen, choose Game Start. Press START.



On the Select Player Screen, hold SELECT and do the code.



After choosing your character, this screen will appear!

Choose to shoot it out in any of the stages provided!

## Fatal Fury Special

| Super NES | Takara |
|---|---|

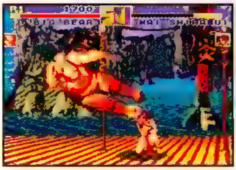
**Big Bear's Super Drop Kick**

**Press START to pause the game. Press and hold the A button. Unpause the game and let go of the A button.**

POWER TRIP

Now, you can do Big Bear's Super Drop Kick whenever you want! Just do this simple method. Pause the game by pressing START. Now, press and hold the Strong Kick button (button A is the default) for at least five seconds. Keeping the button pressed, unpause the game and release the button for a very powerful kick!

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version.)



Pause and hold the Strong Kick button for a super kick!

CHARTERS/TOURS

**UNCHARTED WATERS NEW HORIZONS**

# This game's more than some three-hour tour!

Imagine a time when mighty navies controlled the seven seas, ruthless pirates searched for hidden treasures and scholars argued that the Earth was round. Now, picture yourself as a young explorer on a mission that will carry you to the four corners of the globe.

Play the son of a Portuguese Duke out to discover the legendary land of Atlantis, a Spanish female navy lieutenant turned pirate, a British privateer commissioned by Henry VIII to destroy the Spanish Armada, an Italian adventurer in debt to his father or a Turkish orphan starting his own trading business.

Your adventure will take you to over 130 exotic destinations, ranging from Mozambique on Africa's coast to Macao in the South Pacific. Along the way, you will discover exotic monuments, long sought treasures and valuable merchandise to trade. As captain of your fleet, keep a careful eye on the horizon for pirates eager to steal your valued cargo or an enemy navy at war with the flag your ship flies. Once in port, remember to recruit mates, purchase new ships and gunnery, gather useful information and settle disputes with your enemies by challenging them to a duel.

Get ready for the adventure of a lifetime. And remember, if you should get shipwrecked, its always the skippers fault!

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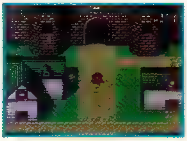
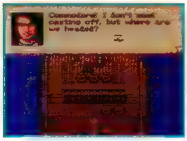
The Ultimate Role-Playing Adventure

- **Play one of six ambitious young heroes, each with their own scenario**
- **Seek out more than 180 treasures, including rare animals and exotic monuments**
- **Organize a powerful fleet with up to 25 different types of historical ships**
- **While in port, explore the guild, bank, fortune-teller and Round Earth Society**
- **When in battle, challenge your opponent to a duel aboard ship**
- **One player with battery back-up to save games**

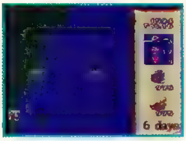


**Explore exotic ports for information and crew**



Commodore! I don't mind casting off, but where are we headed?

**As captain, give the order to cast off**



**Brave the open seas or use the coastline as your guide**

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Sega Genesis title pictured above not yet rated

# CHEAT SHEET

## Zero Tolerance
## Accolade/Genesis

### Strategy Tips (continued)

sentries will be alerted.

- When attacking sentries, be sure you can kill them with the first shot. If not, they will alarm other sentries and surround you.
- Beware of dogs! They attack rapidly and can attack you from behind!
- You must enter the elevator or stairwell of a secured level to receive a password for that level:
- Levels must be secured in sequence in order to get a password.
- If you dash down to another level before clearing the one you're on, you won't get a password, even if you clear the lower level.
- Sometimes you have to skip a level to get to a lower one, but there will be a way back up sooner or later.
- If you enter the game using a password, all previous levels are emptied of equipment:
- Collect all weapons and medi-packs before obtaining passwords.
- Listen for the warning sound the enemy makes when they spot you:
- This will give you a chance to get them before they get you.
- Learn to keep one eye on your radar screen and one eye on your front view:
- It's the one that sneaks up on you that will do you in.
- If you really want to use your flamethrower's limited ammo supply efficiently, get a bunch of enemies chasing you down a corridor.

(Look for more Zero Tolerance strategy tips next month!)

## Mighty Morphin Power Rangers

| Super NES | Bandai |
|---|---|

**Level Codes**

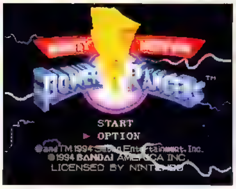
**At the Title Screen, move to option. In the options, move to password and enter any one of the codes below.**

POWER TRIP

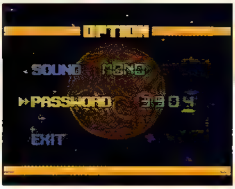
Just enter any of the passwords on the Option Screen: Level 2: 3847, Level 3: 5113, Level 4: 3904, Level 5: 1970 Level 6: 8624, Level 7: 2596. Two-Player codes: Scorpina: 0411, Colosus: 1007, Second Colosus: 1212

**Sean Mikka**
**Encino, CA**

(Note. This trick was done on a pre-production version of the game. The trick may or may not work on the production version)

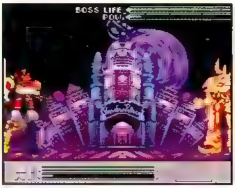

POWER RANGERS
TM
START
▸ OPTION
© and TM 1994 Saban Entertainment, Inc.
© 1994 BANDAI AMERICA INC.
LICENSED BY NINTENDO

On the Title Screen, move to option and press START.



On the Option Menu, move to password and enter the code.

You will get to start on any level you want in the game.



With the two-player codes, you can play as the Bosses!

## Sparkster

| Super NES | Konami |
|---|---|

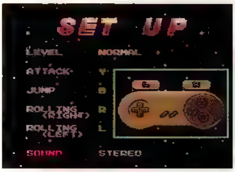
**Sound Test**

**Access the Setup Screen, highlight the Sound Option, and press SELECT to stop music. Press a button for the sound.**

POWER TRIP

To do this trick, you must choose the Setup Screen from the Main Menu. Highlight the Sound Option and press SELECT to stop the music. Pres the top L or R button to toggle between the numbers. Press either A, B, X, or Y to hear the music you have selected.

(Note: This trick was done on a pre-production version of the game. The trick may or may not work on the production version).



Access the Setup Screen from the Main Menu. Highlight sound.

## WarioLand: Super Mario Land 3

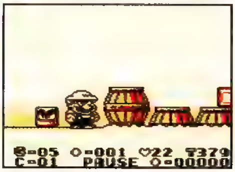
| Game Boy | Nintendo |
|---|---|

**Max Out Lives, Hearts, Coins, Etc.**

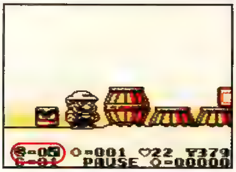
**Pause and press SELECT 16 times. Hold buttons A and B. Move the cursor so you highlight each number to change.**

POWER TRIP

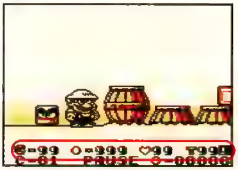
Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold buttons A and B, and keep them held for the entire trick. Next, press LEFT and then press UP. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything! Brad Dodds; Melfort, Saskatchewan



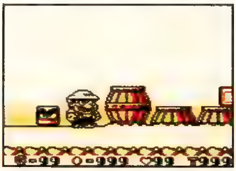
Pause the game and press the SELECT button 16 times.



There will be a blinking box around the last digit of lives.



Holding A and B, highlight the numbers and change them.



You can max out your lives, hearts, coins, time, and more!

# IN AEROBIZ SUPERSONIC, EVERYTHING'S BETTER BUT THE FOOD!

It's the beginning of the 21st century and competition in the airline industry is heating up. Lower fares, better service and improved flight schedules fuel the war in the skies.

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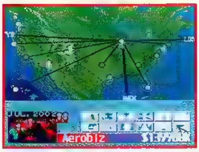
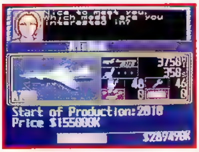
SEGA
AEROBIZ



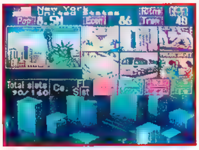
**SET UP BOTH DOMESTIC AND INTERNATIONAL ROUTES**



Nice to meet you. Which model are you interested in?

Start of Production:2018
Price $155000K

**PURCHASE STATE-OF-THE-ART SUPERSONIC AIRCRAFT**



**REVIEW AIRLINES SERVICES AT DESTINATION CITIES**

As a young ambitious CEO, it's up to you to make sure your airline is a survivor and not just another casualty. To succeed, you will have to make some tough decisions including where to fly, what aircraft to purchase and how to attract visitors to the cities you service. Your goal: to differentiate your airline from the rest while still turning a profit.

In Aerobiz Supersonic, fashion a powerful fleet of aircraft from more that 50 possible choices, organize routes to 89 global destinations and invest your profits in a variety of new services including amusement parks, ski resorts and airport shuttle services.

And don't forget, as CEO your still responsible for things like plane maintenance, advertising and handling those periodic emergencies such as a plane crash or employee strike. Get ready to make some tough decisions! And now that you're CEO, try doing something about the food!

- ***Offer air service to over 80 major & minor cities around the globe***
- ***Select from 4 eras in aviation history including two futuristic scenarios***
- ***Purchase from an extensive list of aircraft, including historical, fictitious & supersonic airplanes***
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- ***One to four player fun***

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SUPER NINTENDO

SEGA
GENESIS

# CHEAT SHEET

## Combat Cars
## Accolade/Genesis

### Access 24 Tracks

This is a cool trick for Combat Cars on Genesis. At the Options Screen, highlight the EXIT icon. Hold down all three buttons (A, B, and C) on the control pad. While you are holding these buttons, press START. This will allow you to access any of the 24 tracks. It also acts kind of like a battery save to start where you left off.

## GAME GENIE

You must have a Game Genie peripheral for the corresponding systems to make these codes work. Enter the following codes at the Game Genie password screen to make them work.

## Breath of Fire
## Square Soft/Super NES

### Game Genie Codes

EEBF-C7A9 - Create a new character with 255 strength.
EEB4-CD69 - Create a new character with 255 agility.
EEB4-CDD9 - Create a new character with 255 vigor.

## Double Dragon V
## Williams Ent./Super NES

### Game Genie Codes

DDAB-3DAE - Player one always wins.
3C85-CF07 - Harder to recover from dizzies.
D685-C407 - Dizziness doesn't last long.

## Taz: Starring in Escape From Mars

| Genesis | Sega |
|---|---|

**More Continues**

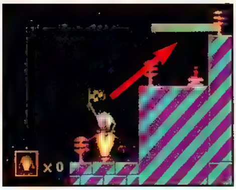
**Look at the pictures describing the process of gaining continues. Keep repeating the trick for loads of extra continues.**

POWER TRIP

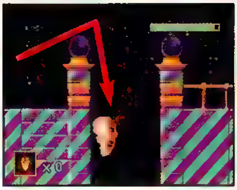
In the Moving Platforms Level on Mars, touch the Taz statue and right after the bird comes after you, spin down between the two poles. Shrink yourself and move completely to the right. Go up and collect the continue. Die on the spikes. Repeat until you're out of lives.

**Dany Nguyen; Montreal, Quebec**

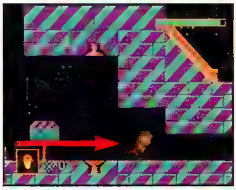
(Note: This trick was done on a pre-production version of the game. The [illegible]



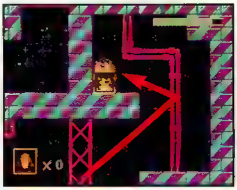
After you touch the Taz statue, keep going up and right.



Spin down between the two poles until you reach the floor.



Now, shrink yourself with the ray. Keep moving right.



Get the continue! Kill yourself on the spikes and repeat!

## Urban Strike

| Genesis | Electronic Arts |
|---|---|

**Secret Level Code**

**Just access the Password Option and enter the code on the right to get to the secret campaign level.**

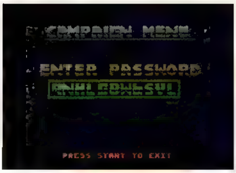
POWER TRIP

Here is a code for Urban Strike's secret level in Mexico. Just press the A button to access the Password Option. On the Campaign Menu, enter the following password:

**9NHLGBW6SYL**

This will take you to the secret campaign. Good luck!

**Kurt Spangler**
**Kearney, NE**


CAMPAIGN MENU
ENTER PASSWORD
9NHLGBW6SYL
PRESS START TO EXIT

Enter the password to get to the secret level in this game!

## Sonic CD

| Sega CD | Sega |
|---|---|

**Hidden Level and Pictures**

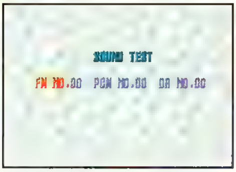
**After accessing the Sound Test from the Sonic CD Title Screen, enter any of the following passwords for pictures.**

POWER TRIP

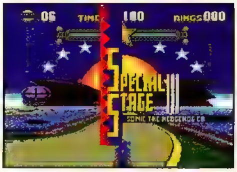
Enter these codes to access these cool secrets for Sonic CD! See Sonic in pictures you've never seen!

**Special Stage -**
FM:07 PCM:07 DA:07
**Beastly Sonic -**
FM:42 PCM:04 DA:21
**Rapper Sonic -**
FM:42 PCM:03 DA:01
**Japanese Sonic -**
FM:44 PCM:11 DA:09
**Masked Sonics -**
FM:46 PCM:12 DA:25

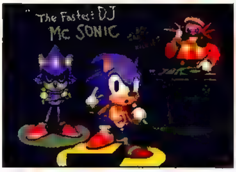
**Ron Pucherelli**
**West Sand Lake, NY**


SOUND TEST
FM NO.00 PCM NO.00 DA NO.00

Access this Sound Test from the Sonic CD Title Screen.



Enter FM:07 PCM:07 DA:07 for this special hidden stage.



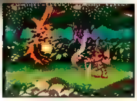
Enter FM:42 PCM:03 DA:01 to see MC. Sonic kick the bass!

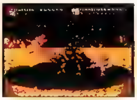
Enter FM:42 PCM:04 DA:21 to see the evil, beastly Sonic!

# JAM
# WITH THE
# STONES.

LICENSED BY
Nintendo
STONE PROTECTORS
FREE TATTOO INSIDE!
KEMCO
SUPER NINTENDO
ENTERTAINMENT SYSTEM

HUGE CHARACTERS


VICIOUS BOSSES


VERTICAL & HORIZONTAL SCROLLING

HEY, MAN. GRAB YOUR AXE AND START SLAMMIN' OUT THE HITS! YOU'RE PLAYING A BUFFED-OUT STONE PROTECTOR IN A BRUTAL BATTLE OF THE BANDS. YOU'VE GOT 5 COOL WEAPONS TO FIGHT WITH, 10 WILD STAGES TO WIN, AND 16-MEG SCROLLING ACTION TO SHOW OFF YOUR WICKED ATTACKS. SO COVER YOUR FAMILY JEWELS. LET'S GET SOME ROCKIN', SOCKIN' KICKS! **KEMCO®**

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# CHEAT SHEET

## GAME GENIE

### Super Street Fighter Capcom/Super NES

**Game Genie Codes**

DD47-8DD1 - Some special moves can be done in the air.

CB17-8FAD + FC17-84DD - Every zap hits the opponent and knocks him down.

969C-7FD7 - Both players start with 1/2 health.

31D9-57A5 - No pause after throwing a fireball for Ryu and Ken.

### We're Back Hi Tech Entertainment/ Super NES

**Game Genie Codes**

FEB1-C14C - Super jump.

DB8B-C030 - Start with nine lives.

CB85-1530 + F986-1040 + DD86-1010 - Start on "Empire State Building"

### The Jungle Book Virgin/Genesis

**Game Genie Codes**

AJYV-2A3E Infinite weapons.

GHGV-0ACC - One life.

### Super Street Fighter II Capcom/Genesis

**Game Genie Codes**

M27T-AA86 - MASTER CODE - (Must be entered).

AC5A-CAB2 - Some specials can be done in the air.

PVST-D930 - Jab projectiles go much slower for Ryu, Ken, Dhalsim, Guile and Dee Jay.

## Double Dragon V

| Genesis | Williams Ent. |
|---|---|

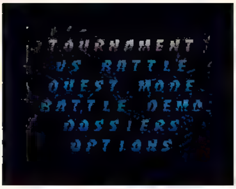
**Boss Code**

**At the Title Screen, press START once. Now enter: C, A, LEFT, RIGHT, B. If you hear a sound, then the trick worked.**

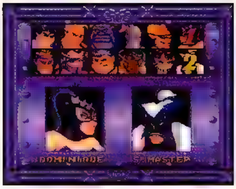
POWER TRIP

At the Main Menu Screen (Tournament, Vs. Battle, etc.), press these buttons in this order: C, RIGHT, A, B, A, B, B, LEFT. If you did it correctly, you will hear the Shadow Master laugh. Choose the Vs. Battle for a Boss Vs. Boss match-up. You can change the options for the Bosses as you like!

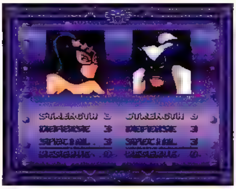
Sam Tuy; Lowell, MA


TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
DOSSIERS
OPTIONS

At this Main Menu Screen, press the correct buttons.


DOMINIQUE
S. MASTER

If you heard a laugh, the trick worked! Choose the Bosses!


STRENGTH 3
DEFENSE 3
SPECIAL 3
STRENGTH 3
DEFENSE 3
SPECIAL 3

You can even change the options for the Bosses!

DOMINIQUE
90
S. MASTER
FIGHT

Fight Boss against Boss in a two-player battle for total fun!

## Aladdin

| Game Gear | Sega |
|---|---|

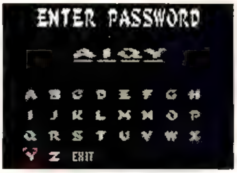
**Virtual Invincibility**

**After you access the Password Screen, enter the code AIQY. When you start the game, you will have virtual invincibility.**

POWER TRIP

Go to the Password Screen and enter the code AIQY and exit the Password Screen. You will start the game and Aladdin will be translucent. You still are able to fall down holes and get captured by guards, but obstacles such as barrels will not be able to harm Aladdin.

Will Demaida; Waterbury, CT


ENTER PASSWORD
AIQY
A B C D E F G H
I J K L M N O P
Q R S T U V W X
Y Z EXIT

Put in the password on this screen to gain invincibility.

## 7th Guest

| CD-i | Philips |
|---|---|

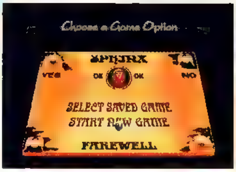
**Back Door Code**

**Go to the Sub-Screen and save under the name Badger. After saving the game, go to any of the four icons and click.**

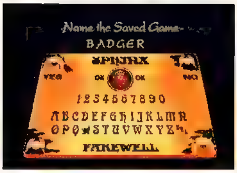
POWER TRIP

This trick allows you to access the different rooms in the house from a Main Menu. To do this start a new game, then go to the Sub-menu at any time and save the game under Badger. If done correctly, you should be able to move to one of the four corner icons and see the chattering teeth. Press a button on one of the corners and it will let you access the menu showing pictures of the various rooms.

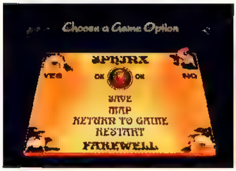
Dan Untied; Arlington Hts, IL


Choose a Game Option
SPHINX
YES
NO
SELECT SAVED GAME
START NEW GAME
FAREWELL

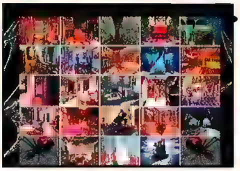
On the first Sub-Screen, choose the New Game Option.


Name the Saved Game
BADGER
SPHINX
YES
NO
1234567890
ABCDEFGHIJKLMN
OPQRSTUVWXYZ
FAREWELL

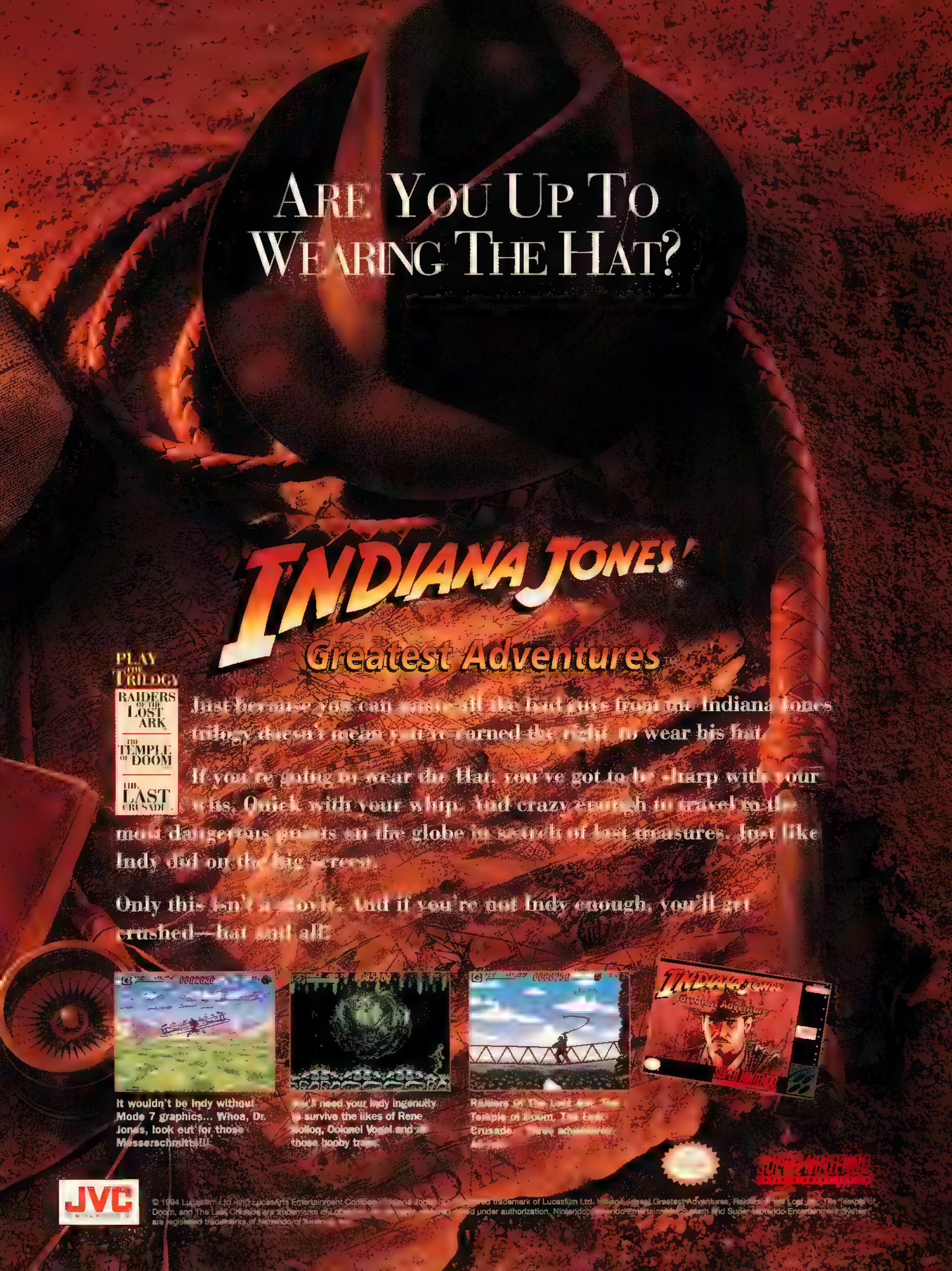
Save the game under the word Badger and press the button.


Choose a Game Option
SPHINX
YES
NO
SAVE
MAP
RETURN TO GAME
RESTART
FAREWELL

Move to any of the four corners and you should see teeth.



If done correctly, you should get this screen to choose rooms.


ARE YOU UP TO
WEARING THE HAT?
INDIANA JONES'
Greatest Adventures™
PLAY THE TRILOGY
RAIDERS OF THE LOST ARK™
THE TEMPLE OF DOOM
THE LAST CRUSADE
INDIANA JONES'
Greatest Adventures
SUPER NINTENDO
SUPER NINTENDO ENTERTAINMENT SYSTEM
JVC

Just because you can smash all the bad guys from the Indiana Jones trilogy doesn't mean you've earned the right to wear his hat.

If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all.

It wouldn't be Indy without Mode 7 graphics... Whoa, Dr. Jones, look out for those Messerschmitts!!!

You'll need your Indy ingenuity to survive the likes of Rene Belloq, Colonel Vogel and all those booby traps.

Raiders Of The Lost Ark, The Temple Of Doom, The Last Crusade — three adventures [illegible]

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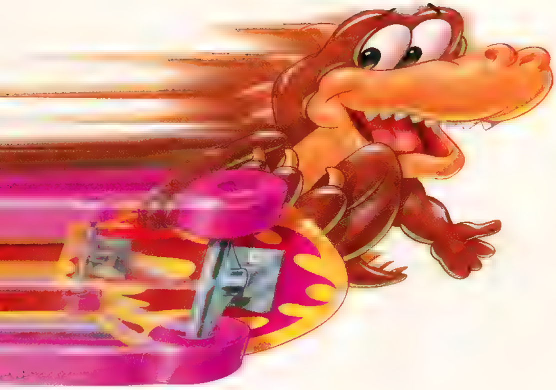
What do you do when you see a fire-breathing, skateboarding, karate-kicking, out-of-control dinosaur coming at you?

To order, call 1-800-477-3650 or see your local retailer. Activision is a registered trademark of Activision, Inc. All rights reserved. © 1994 Activision, Inc.



GET OUT OF HIS WAY.

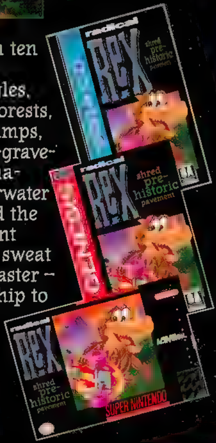
# radical REX™

He's the raddest baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on wheels is out to kick some butt, rescue his main squeeze and save the dinosaur race.

Rex sports his flame-breath

Radical Rex thrashes on his board

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns – and the belly of a giant dinosaur! No sweat for the Rexmaster – 'cuz he's too hip to be extinct!


radical REX
shred pre-historic pavement
SEGA CD
radical REX
shred pre-historic pavement
GENESIS
radical REX
shred pre-historic pavement
ACTIVISION
SUPER NINTENDO

ACTIVISION®

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# NEXT WAVE

**10 GAMES PREVIEWED!!!**

**Samurai Shodown, Side Pocket Special Edition, True Lies, Wolverine, Cyber Clash, Biker Mice From Mars, Shaq Fu, Rayman, Ishar 3, seaQuest DSV**

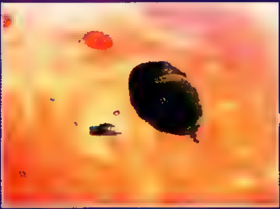
## NEW SOFT NEWS

Greetings kindred. The latest word in video gaming is back with more hot titles for you to drool over this month. That's right, the holiday season's almost here, and all the great games you've seen earlier this year are about to come out.

This month I've managed to scrounge up some of the latest pics of Samurai Shodown for the Sega CD. By all indications, it'll be one of the best fighting games for the Sega CD. I hope it gets here soon.

Speaking of Sega CD, it seems that Rocket Science is in the process of creating a sequel to their addictive roller coaster of a game: Loadstar. Yup, Loadstar 2 is coming soon. So sit back, and enjoy the show...

LOADSTAR
II
SHOWDOWN
ON PHOBOS



**JVC**

## Samurai Shodown

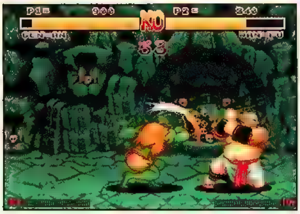
**Sega CD** | **Fighting**

Samurai Shodown is one of the most popular fighting games around. While not as big a hit as Mortal Kombat II or Street Fighter II, it's got a very large and dedicated following.

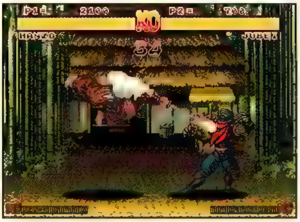
The Sega CD version looks to be one of the best conversions for the home. It not only looks very close to the Neo•Geo game, but it sounds great too!

All the little features of Shodown, from the messenger guy to the bonus stages are here, making this the best fighting game for the Sega CD. All the warriors, like Charlotte, Tam Tam, and Ukyo can be found in this classic dueling game.

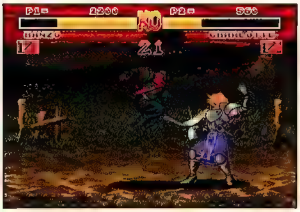
If you enjoy Samurai Shodown as much as I do, it would be worth your time to check out this great conversion. It's awesome.


P1
900
P2
340
GEN-AN
WAN-FU
33

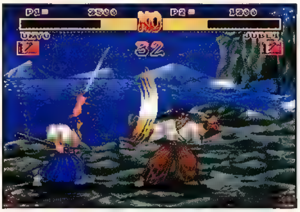
Genan takes a swipe at Wan Fu, but he catches air instead of flesh.


P1
2100
P2
700
HANZO
JUBEI
34

Jubei, the honorable samurai, does a jump slice at Hanzo.


P1
2200
P2
560
HANZO
CHARLOTTE
21

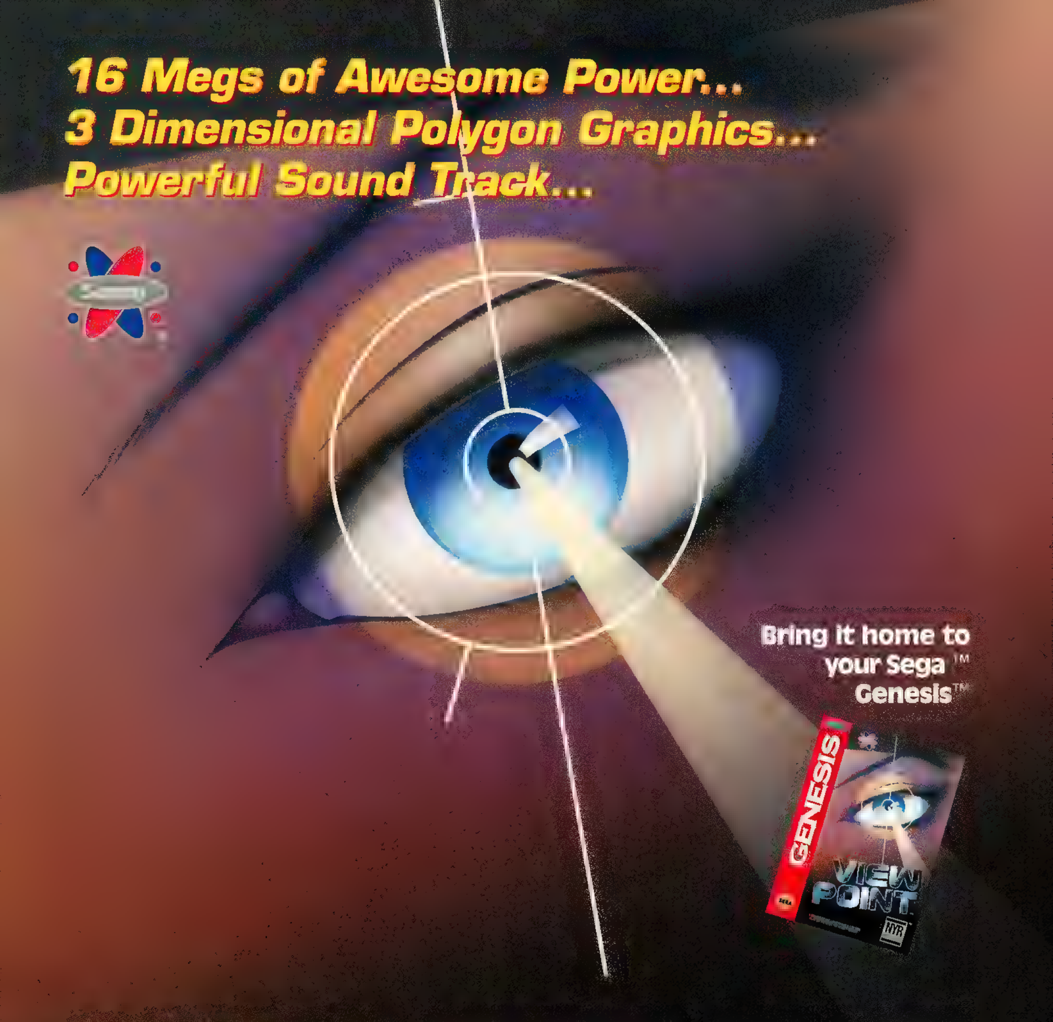
In the middle of the graveyard Charlotte and Hanzo fight to the death!


P1
2500
P2
1200
UKYO
JUBEI
32

Ukyo has a nasty double-hit fierce stroke that takes off lots of life.

P1
2200
P2
GALFORD
NAKORURU
86

P2
12550
GEN-AN
NAKORURU
16


16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...
Sammy
Bring it home to your Sega™ Genesis™
GENESIS
VIEW POINT
NYR

ULTIMATE ARCADE ACTION

# VIEWPOINT™

An Arcade hit on the Neo Geo System!

**GENESIS™**

Rated by V.R.C.™
GA
Appropriate for all audiences.
General Audiences

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OFFICIAL SEGA SEAL OF QUALITY

Data East

## Side Pocket Special Edition

| Sega CD | Sports |
|---|---|

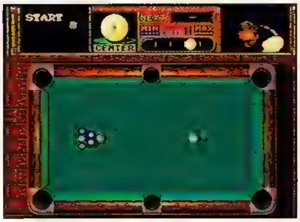
New for the Sega CD is Side Pocket Special Edition. This version of the ultimate pool game has all-new effects, including full-motion video. That's right! This update lets you travel around the country looking for competition. You will make your way from New York to Las Vegas. Strange and interesting people will make bets with you and offer advice.

The basic game of Side Pocket is still here. Make the trick shots for lots of bonus points. If you're the best, you'll make lots of money. Just beware of hustlers.

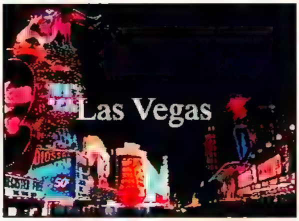
Side Pocket Special Edition is the ultimate pool game. It plays great, and it has a lot of different billiard games built into it. If you need some relaxation, this will give it to you.

Side POCKET
SPECIAL EDITION

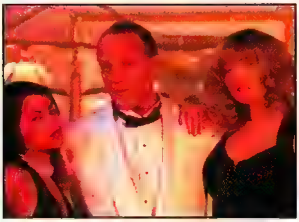
Side Pocket Special Edition gives players a whole new billiards experience.


START
CENTER

The basic game of Side Pocket is here. Data East didn't mess with success.



Once you get to Vegas, the stakes will really skyrocket.



Meet fellow players and try to beat them in a one-on-one match.

## SIDE POCKET SPECIAL EDITION

LAST-SECOND ARROW DEFLECTION -GREAT WALL OF CHINA.
WOULD HAVE WASTED THE MUMMY QUEEN IF SHE DIDN'T USE SO MUCH HAIR SPRAY.

A GAME THIS TOUGH ONLY COMES AROUND EVERY 800 YEARS. If you've met the challenge of Legend of Zelda® or the Secret of Mana™ then you're in for a whole new world of adventure. In Nintendo's Illusion of Gaia™, you'll cross continents, travel back in time and come face to face with the fiercest fighters in history. ✠ If you think it's just role playing, think again. Imagine crawling inside the Egyptian

# NEXT WAVE

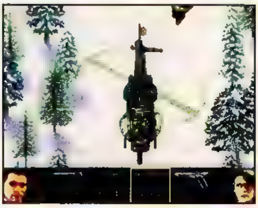
**Acclaim**

## True Lies

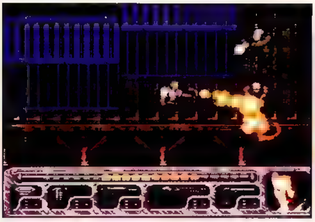
| Super NES | Action |
|---|---|

Based on one of the summer's most heavy-hitting films, True Lies has you trying to stop a deadly nuclear threat from destroying America. With scenes taken directly from the film, you can participate in harrowing chases down ski slopes, fly a harrier jet, and engage in slugfests against terrorists.

True Lies will be for the Super NES, Genesis, Game Boy, and Game Gear. So you'll be able to be a secret agent no matter what system you have!



You'll find action and adventure every step of the way.



With thrills just like in the movie, True Lies will literally blow you away with its action.

**Acclaim**

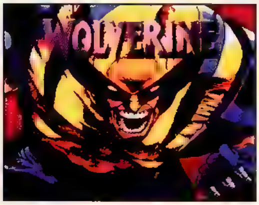
## Wolverine

| Super NES | Action |
|---|---|

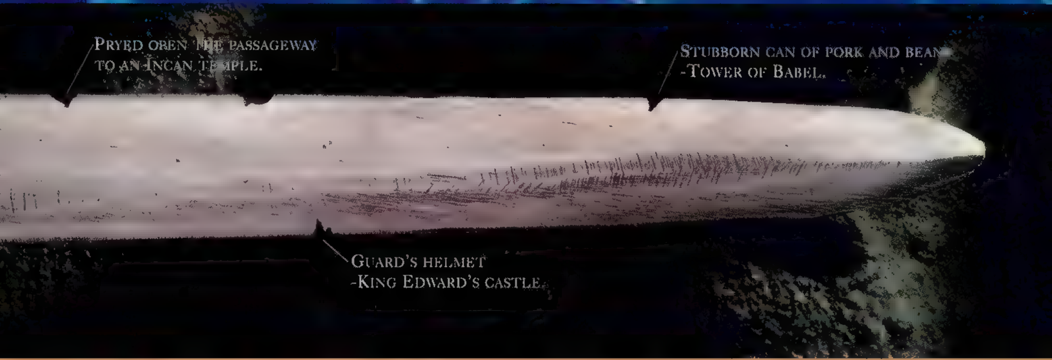
You know him as one of the toughest mutants around, and as a former X-Men. He's Wolverine, armed with Adamantium claws and a skeleton (well, not any more in the comics), and he's ready to fight the forces of evil in the world. Be they evil mutants, robots, or something much worse, Wolverine is always ready to rip apart a small army.

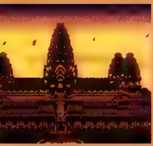
He's now in his own game for the Super NES. Exact details of the plot are rather sketchy at this point, but if they're anything like Acclaim's previous superhero games, we can be sure that it will be very intense indeed.

If you enjoy his comics, then you should love the action of this game.



Wolverine will soon have his very own Super NES game.


PRYED OPEN THE PASSAGEWAY TO AN INCAN TEMPLE.
STUBBORN CAN OF PORK AND BEANS -TOWER OF BABEL.
GUARD'S HELMET -KING EDWARD'S CASTLE.



Pyramids, over the Great Wall of China and through the Incan ruins of South America. And everywhere you go, someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to guide you. And each Game Pak also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll help you keep your head. ✠ So get ready for the Illusion of Gaia™, it's bigger than reality...and it's the boldest adventure in the world.

Illusion of GAIA

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**Crystal Dynamics**

## Cyber Clash

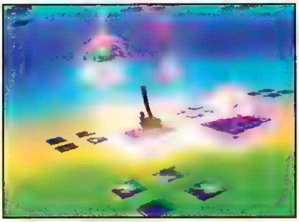
**3DO** | **Action**

Here's an update on Crystal Dynamic's hot new game Cyber Clash. These are shots of the opening screens. The game is still early in production, but from all indications, it's going to be killer!

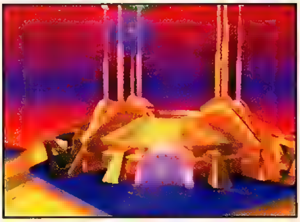
Enter the realm of matrix combat where you fight in the confines of cyberspace. You jack your mind into the computer via a needle right in your eye! That's gotta hurt!

You control a warrior that can transform into three different forms, each with its own abilities. Cyber Clash lets you operate in a three-dimensional world where danger can strike at any moment.

Cyber Clash is shaping up to be very impressive indeed. It's 3-D action on the 3DO! What more could you want?

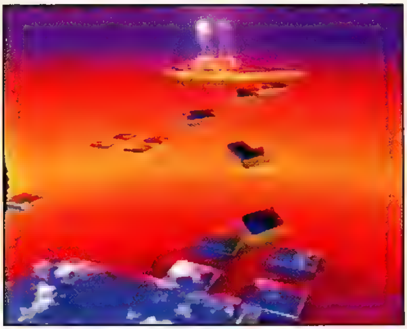


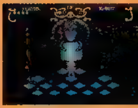
The three-dimensional world of cyberspace lets you go where you wish.



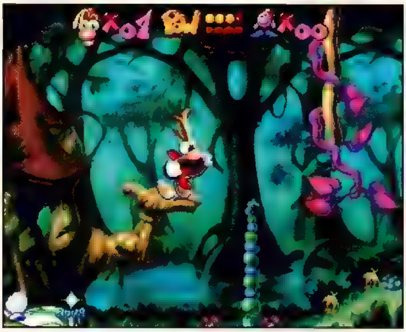
Here's the arena that you'll be fighting your adversaries in.

Jack In!





THEY'RE RUTHLESS. THEY'RE BRUTAL. THEY'RE DEADLY. AND THEY'RE THE ONLY WELCOMING COMMITTEE YOU'RE GONNA GET. If you've battled your way through Legend of Zelda® or the Secret of Mana™ then you're in for a whole new world of adventure. The Illusion of Gaia™ is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't. ✠ As if Incan warriors,



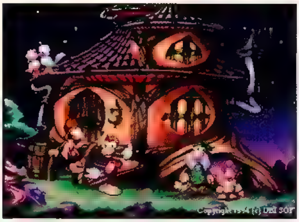
Atari

## Rayman

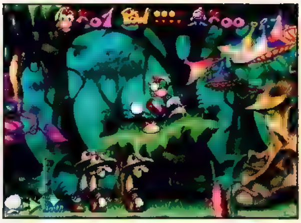
| Jaguar | Action |
|---|---|

For the best graphics on the Jaguar, not to mention animation, there is a new game called Rayman on its way. Rayman is a cartoony hero whose only weapons at the beginning are his fists and his frightening face. The whole game looks like a cartoon, and Jaguar fans should love it.

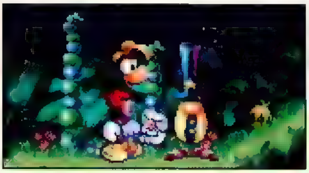
Look to the pages of *EGM* and *EGM*² to bring you more news on this cool cart.



Rayman looks as if it is a cartoon or a bunch of cinemas, but it's a game!



Try to beat the enemies with your fists before they come after you.



Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✠ Luckily for

you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and

Only For Nintendo
ILLUSION of GAIA
SUPER NINTENDO

a full color 84-page Explorer's Handbook. ✠ So get ready for the fiercest fight of your life. Because if you can't survive the dangers of the past, there is no hope for the future.

Only For Nintendo®

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# NEXT WAVE

**Konami**

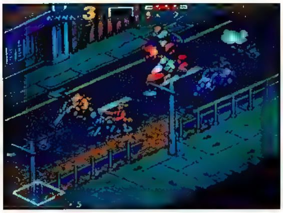
## Biker Mice From Mars

**Super NES** | **Action**

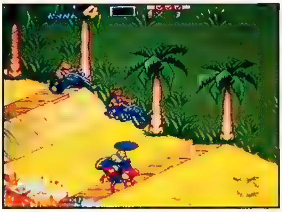
One of the most bizarre cartoons you're likely to find on TV is Biker Mice From Mars. These delinquent rodents are in their very own video game from Konami.

This title is a rip-roaring, mind-numbing series of races through the gnarliest zones around. Don't be fooled, this game is tough, and the opposition won't hesitate to run you into the ground.

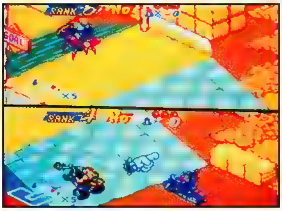
Biker Mice From Mars looks like it will be yet another good title from the folks at Konami.



Tear up the city streets on your revved-up motorcycle.



All sorts of obstacles will get in your way, so you'll have to blast them.



Two players can get in on the action. As usual, it's a split-screen.

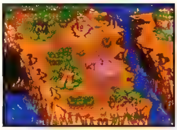
**Electronic Arts**

## Shaq Fu

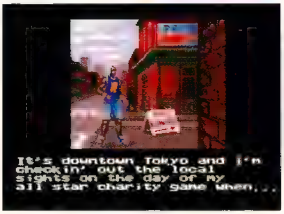
**Genesis** | **Fighting**

Shaq Fu is headed for the Genesis system. There are several modes of play including a cool Story Mode where Shaq has been sucked into another world to find a boy called Nezo. The boy has been captured by Sett, an evil creature if I've ever seen one. Fortunately, Shaq has the fates on his side.

Each fighter has his/her own moves and style. Some use weapons and others (the really nasty ones) use magic. The basic Versus Mode will allow you to take on your friends and pound them to pieces.

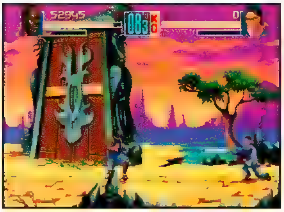


If you like fighting games, Shaq Fu is coming!

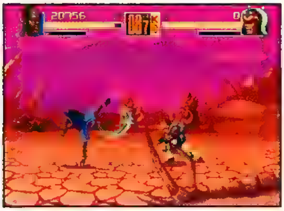


It's downtown Tokyo and I'm
checkin' out the local
sights on the day of my
all star charity game when...

The Story Mode explains why Shaq is in a fighting game in the first place.



This old man is by far one of the deadliest adversaries you'll meet.



Some of the opponents have a bad habit of slicing you with swords.

So I've Got No Arms, No Legs...

But I've Got Attitude!

In Your Face This Fall!

JAGUAR

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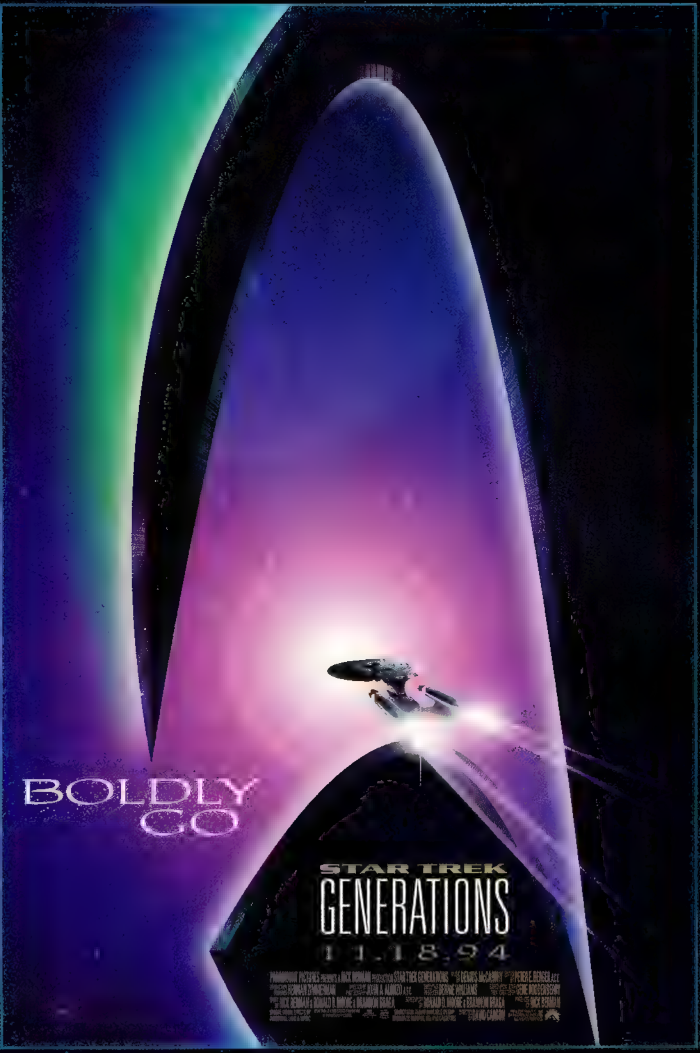
# Your commitment to Starfleet is about to pay off!

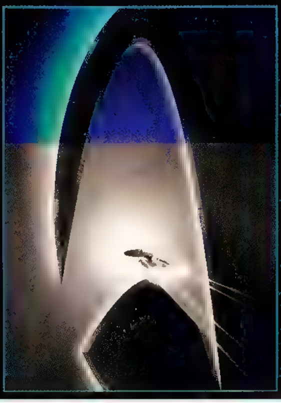
To celebrate the long-awaited arrival of STAR TREK® GENERATIONS™
you are being sent on a voyage for a chance to win some stellar prizes in the...



# DELTA SHIELD SEARCH

Boldly go to this month's issue of *Hero Illustrated* and *Cinescape*, find this ad and locate the missing color pieces of the Delta Shield. Paste them to the entry form below, fill out the information and you could win! 10 winners will each receive an out-of-this-world STAR TREK® GENERATIONS™ prize pack worth nearly $600 including:

- ★ PARAMOUNT PICTURES' STAR TREK THE SCREEN VOYAGES including all six Star Trek films in letterbox format with Star Trek insignia pin.
- ★ STAR TREK THE NEXT GENERATION® INTERACTIVE TECHNICAL MANUAL. A virtual tour of the U.S.S. Enterprise NCC 1701-D on CD-ROM for Macintosh and Windows users from Simon & Schuster Interactive.
- ★ STAR TREK STARFLEET ACADEMY, THE STARSHIP BRIDGE SIMULATOR for Super Nintendo by Interplay where you'll be put to the test in 15 different simulations.
- ★ STAR TREK® GENERATIONS™: BEYOND THE NEXUS game from Absolute Entertainment for both the Nintendo Gameboy and Sega Game Gear platforms.
- ★ A STAR TREK ORIGINAL FILM CEL consisting of three unique frames of original film provided by 800-TREKKER "Your 24 Hour Collectibles Connection."



DELTA SHIELD SEARCH OFFICIAL ENTRY FORM

NAME ____________________
ADDRESS ____________________
CITY ____________________ STATE __________
ZIP ______________ PHONE ______________

MAIL COMPLETED ENTRY TO:
DELTA SHIELD SEARCH (EGM)
1920 Highland Ave Suite 285 Lombard, IL 60148

No purchase necessary. Enter by mailing completed entry form or hand drawn Delta Shield on a postcard with your name, address and daytime phone number (include area code) to: Delta Shield Search (EGM), 1920 Highland Ave. Suite 285, Lombard, IL 60148. Entries must be received on or before January 1, 1995. Photocopies of shield will not be accepted as entries. Grand Prize: PARAMOUNT PICTURES' STAR TREK THE SCREEN VOYAGES; STAR TREK THE NEXT GENERATION® INTERACTIVE TECHNICAL MANUAL; STAR TREK STARFLEET ACADEMY, THE STARSHIP BRIDGE SIMULATOR; STAR TREK GENERATIONS: BEYOND THE NEXUS GAME; A STAR TREK ORIGINAL FILM CEL. Employees and immediate families of Electronic Gaming Monthly, Cinescape, Hero Illustrated, Absolute, Simon & Schuster, 800-TREKKER, Interplay, Paramount Pictures and their respective parents, affiliates, subsidiaries or agencies are ineligible. No prize or cash substitutions. Odds of winning depend on number of eligible entries. Void where prohibited. For official rules and winner list write: Delta Shield Search Rules and Winner (EGM), 1920 Highland Ave. Suite 285, Lombard, IL 60148

**STAR TREK GENERATIONS OPENS NOVEMBER 18**

# NEXT WAVE

**Readysoft**

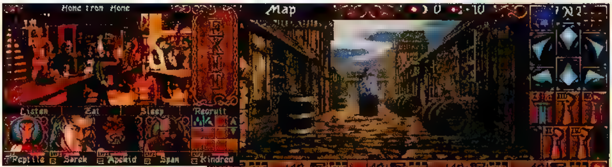
## Ishar 3

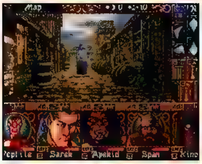
| 3DO | RPG |
|---|---|

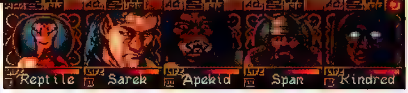
For a real adventure you can sink your teeth into, Readysoft has Ishar 3 on its way to the 3DO.

First you must build up your party of adventurers from a huge assortment of beings, like Elves, Orcs, and Lizard Men, then choose their character class. Once again, there are many choices.

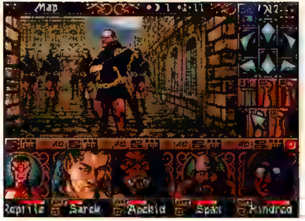
The world of Ishar 3 is both lifelike and large. The epic stories you come across will help bring the realms alive. Once again the power of the 3DO is shown.


Home from Home
Map
Listen
Eat
Sleep
Recruit
Reptile
Sarek
Apekid
Span
Kindred

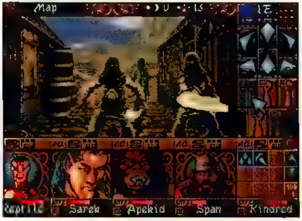

Map
Reptile
Sarek
Apekid
Span
Kindred


Reptile
Sarek
Apekid
Span
Kindred

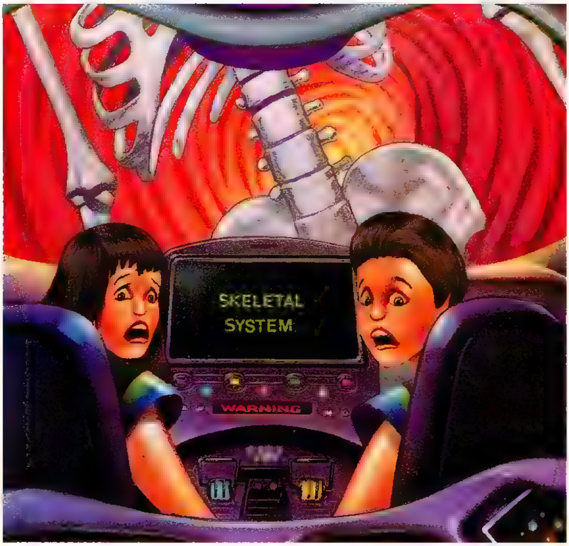
Ishar 3 is a magnificent adventure for the 3DO. It's a giant world where danger lurks around every corner, and swords and sorcery prevail. It looks very cool, plus the plot is long and convoluted.


Map
Reptile
Sarek
Apekid
Span
Kindred

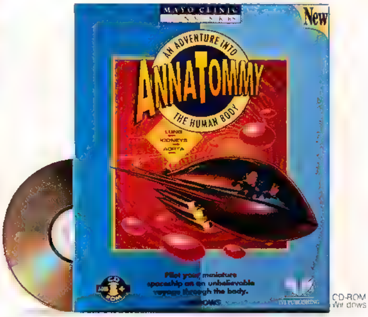
These guys won't let you pass unless you give them 4,000 gold pieces.


Map
Reptile
Sarek
Apekid
Span
Kindred

These evil thugs will often ambush you within the city walls.


SKELETAL SYSTEM
WARNING

ONE WRONG TURN AND YOU COULD BE LUNCH.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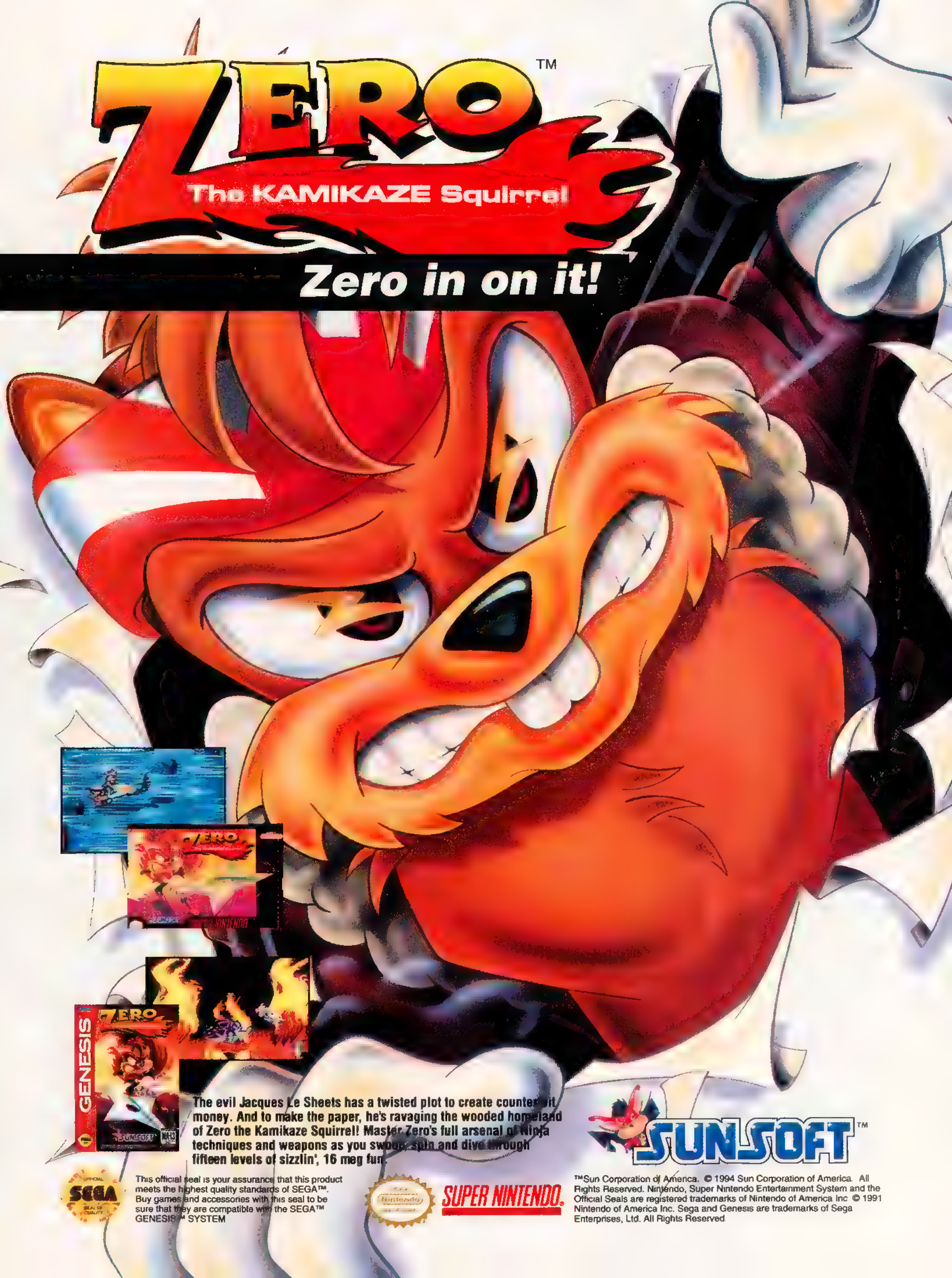
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The KAMIKAZE Squirrel
Zero in on it!
ZERO
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The evil Jacques Le Sheets has a twisted plot to create counterfeit money. And to make the paper, he's ravaging the wooded homeland of Zero the Kamikaze Squirrel! Master Zero's full arsenal of Ninja techniques and weapons as you swoop, spin and dive through fifteen levels of sizzlin', 16 meg fun.

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**T*HQ**

## seaQuest DSV

| Super NES | Action |
|---|---|

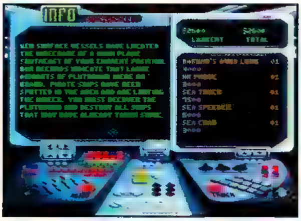
T*HQ has managed to put together an exciting adventure revolving around the *seaQuest* series. You control your sub through various points around the oceans of the world. As you progress through the game, you will be assigned missions that range from stopping terrorists to rescuing people trapped in an underwater cave. As you rise in the ranks of the DSV, you are given more and more responsibility until the fate of the free world depends upon you. You have many different tools at your disposal, such as drones, probes, and even a dolphin to help you out.

seaQuest DSV is easily the best T*HQ cart ever. It looks and plays great. It literally is an adventure. Even though the game is divided into sections, you get full control over almost every aspect of your ship and its crew. The missions are realistic, and the graphics make you feel as if you are miles beneath the ocean's surface.

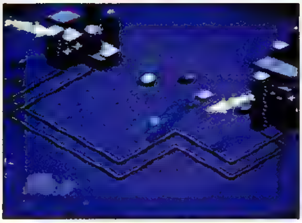
If you enjoy the show, and wish to have the seaQuest under your control, you'll enjoy this game. You won't be disappointed by this one.

seaQuest
DSV

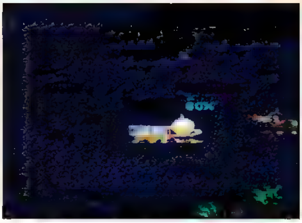
seaQuest DSV brings the show alive with its graphics and sounds.



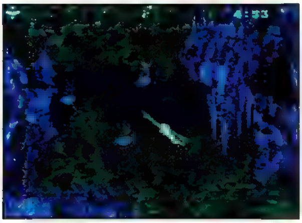
As controller of the ship, you must pay attention to all the details.



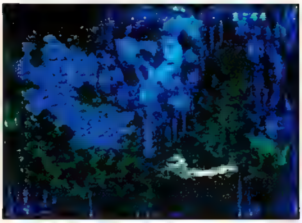
Patrol the waters around the settlements looking for suspicious watercraft.



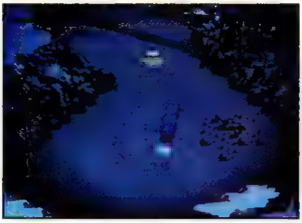
Fight off pirates with your assortment of ships and weapons.



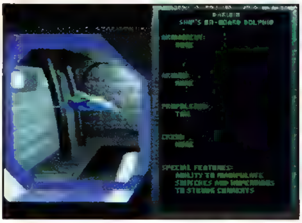
Use your stinger to clear a way for the Crab, so it can rescue the people.



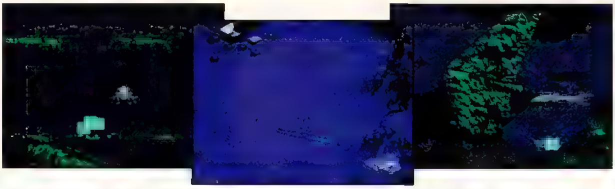
Only the Crab has the capabilities to enter the hull of a trapped ship.



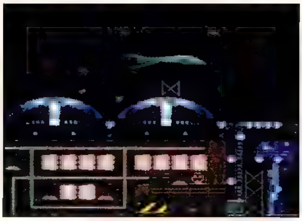
Many different kinds of security devices are situated underwater.



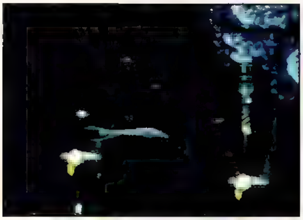
For the obscure places, use Darwin, your trained dolphin, for guidance.



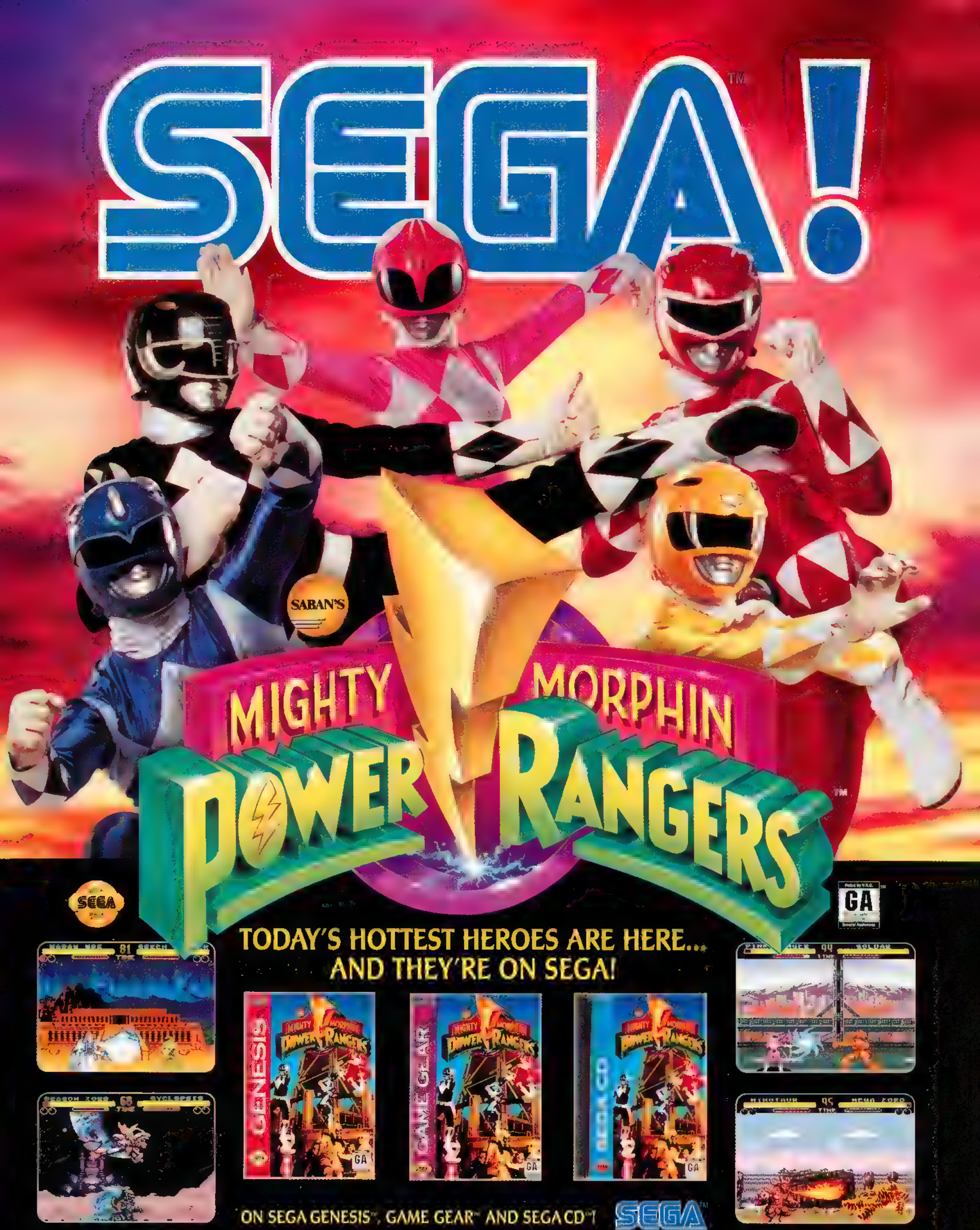
An old World War II plane has been found on the sea bottom. It's carrying plutonium, and some pirates are after it. Stop them and retrieve the radioactive substance.



Once in command, you must fight your way to the seaQuest.



Watch out for giant, underwater turbines that can shred your hull.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MIGHTY MORPHIN
POWER RANGERS™
SEGA
GA
TODAY'S HOTTEST HEROES ARE HERE...
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GAME GEAR
SEGA CD
ON SEGA GENESIS™, GAME GEAR™ AND SEGA CD™!
SEGA™

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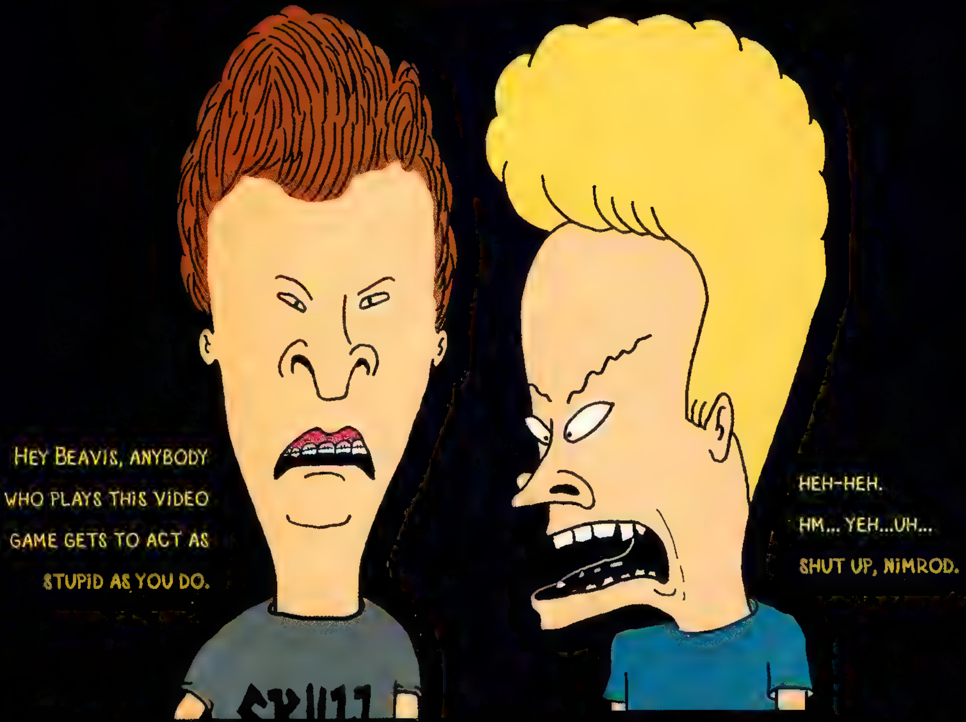
SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS

GAME GEAR

# MTV MUSIC TELEVISION's BEAVIS AND BUTT-HEAD™ the game

FEATURING MUSIC BY GWAR™


HEY BEAVIS, ANYBODY WHO PLAYS THIS VIDEO GAME GETS TO ACT AS STUPID AS YOU DO.
HEH-HEH. HM... YEH...UH... SHUT UP, NIMROD.

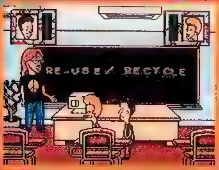
Introducing the games that actually let you control the destinies of America's leading morons.

# 3 DIFFERENT GAMES, DUDE.

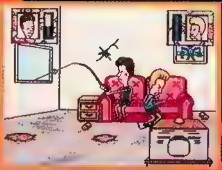
GWAR IS LIKE, COOL, BUT ONLY IF YOU HAVE TICKETS. YOU GOTTA HELP US GET TO THE CONCERT, HEH HEH. THERE'S LIKE A TOTALLY DIFFERENT WAY IN EACH GAME.

## GENESIS

1 OR 2 PLAYERS



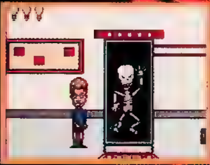
VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.

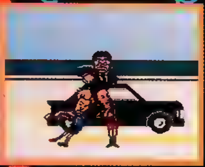


COUCH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

## GAME GEAR

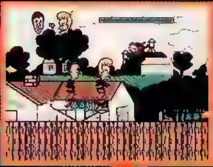
AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS. WE SAID, "THANKS DUDES."

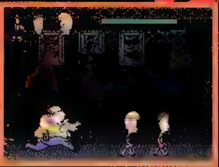




SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.





THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

## SUPER NES®

1 OR 2 PLAYERS

LICENSED BY:

VIACOM newmedia™

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Sega™ Game Gear™ system.

Rated by V.R.C.™
MA-13
Parental Discretion Advised
Mature Audiences

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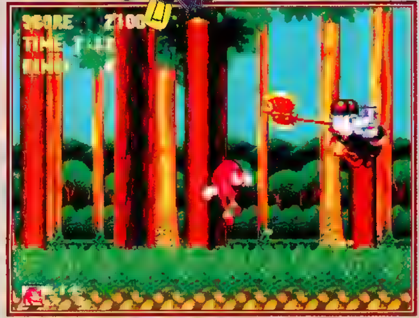
**SPECIAL FEATURE!**

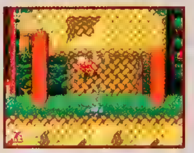
# MUSHROOM HILL ZONE

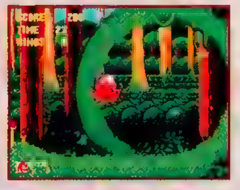
Get set for fun in the Mushroom Hill Zone. Knuckles has a whole new set of challenges awaiting him; new 360 degree loops, a unique lifting device that carries Knuckles to higher levels and much, much more. The attention to detail in the background is astounding and the smooth scrolling of the backgrounds is a sight to see.

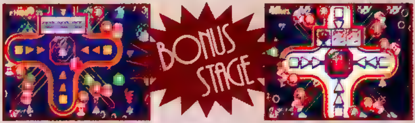
New enemies, techniques, and Bosses add up to a great adventure as you face mid-Bosses and the relentless assault of Dr. Robotnik.



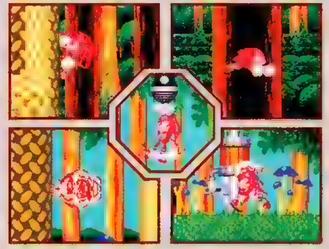
**Take on this wood-hacking mid-Boss near the end of the zone. Bash him from underneath to end his chopping days.**





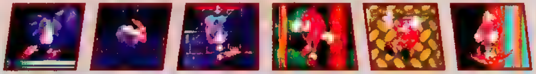


## NEW TECHNIQUES



**Knuckles has lots of new techniques that make his adventure the unique.**

**All was peaceful until an uninvited "gift" dropped in.**

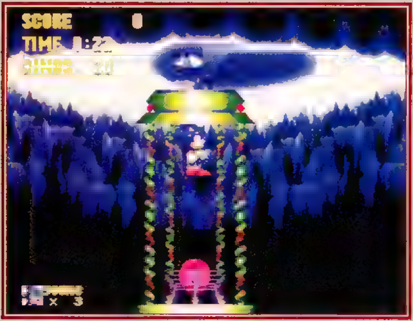


**Yikes! Dr. Robotnik just can't leave anyone alone.**

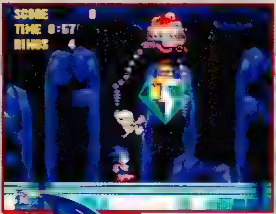
# SONIC & KNUCKLES

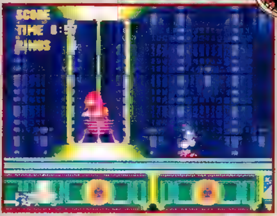
A blue hedgehog may be the coolest character around, but what about a red, egg-laying Echidna with dreadlocks? Knuckles finally has a starring role in his own video game. Sonic & Knuckles is an 18-Meg cart using the exclusive Lock-On technology. This feature lets you play as Knuckles in both Sonic 3 and, get this, Sonic 2! That's right, now you can dig up your old Sonic carts and play them like never before. Read about Sonic 2 and 3 in the following pages.

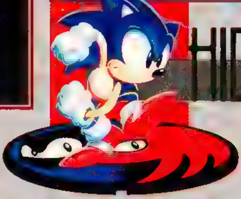
Sega definitely has a good thing going with this technology. It's a great way to introduce a new game, rejuvenate older titles as well.



This incredible scene begins the turnaround that Sonic and Knuckles will face—almost becoming friends. The hatred that Knuckles has for Robotnik is felt most strongly in this amazing stage.

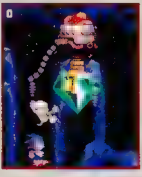


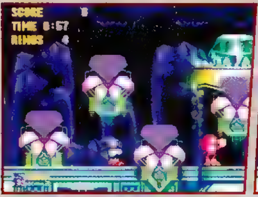




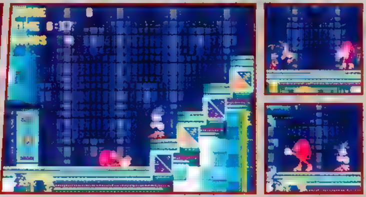
# HIDDEN PALACE ZONE

Not one to be left out of the adventure, Sonic joins us for a trip through the Hidden Palace Zone. Robotnik's crazy palace is relatively short, but some amazing things happen—Sonic and Knuckles actually help each other! It's a touching moment. After Robotnik steals the large crystal, Knuckles attempts to snatch it back. A nice electric shock occurs, stunning Knuckles and allowing Robotnik to escape. Of course, the chase ensues and Sonic and Knuckles team up for the quest to nab the villainous Dr. Robotnik.





A slightly ticked-off Knuckles plans his revenge on Robotnik.

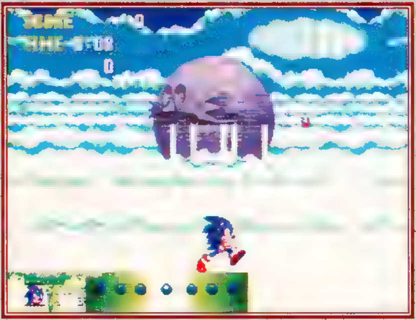


After getting zapped by Robotnik, Knuckles decides to take a little nap, then the escape begins.

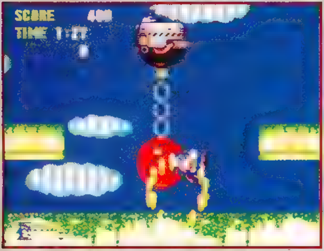
# SKY SANCTUARY ZONE

Take to the skies in the Sky Sanctuary Zone. Once again, Sonic is ready to guide you through the level. This floating stage is filled with numerous nooks and crannies to explore. The enemies are all airborne attackers, making the task of keeping an eye on the sky all the more important.

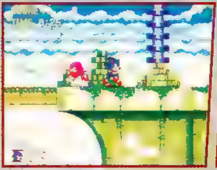
Look before you leap is a good rule to follow here because the many chasms are guarded by enemies on the other side. One wrong leap and your rings will be sent all over the place.



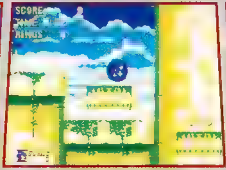
Off in the distance, Dr. Robotnik's Death Egg is hovering in the cloudy sky: (a clue as to what your next mission will be.) The Sky Sanctuary Zone is relatively easy, but don't be fooled. The constant barrage of Robotnik clones can wear away at your ultimate endeavor, survival.



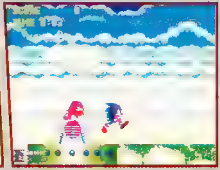
Dr. Robotnik attacks the old-fashioned way—with a swinging pendulum.



Knuckles is on hand to lend Sonic the help he needs.



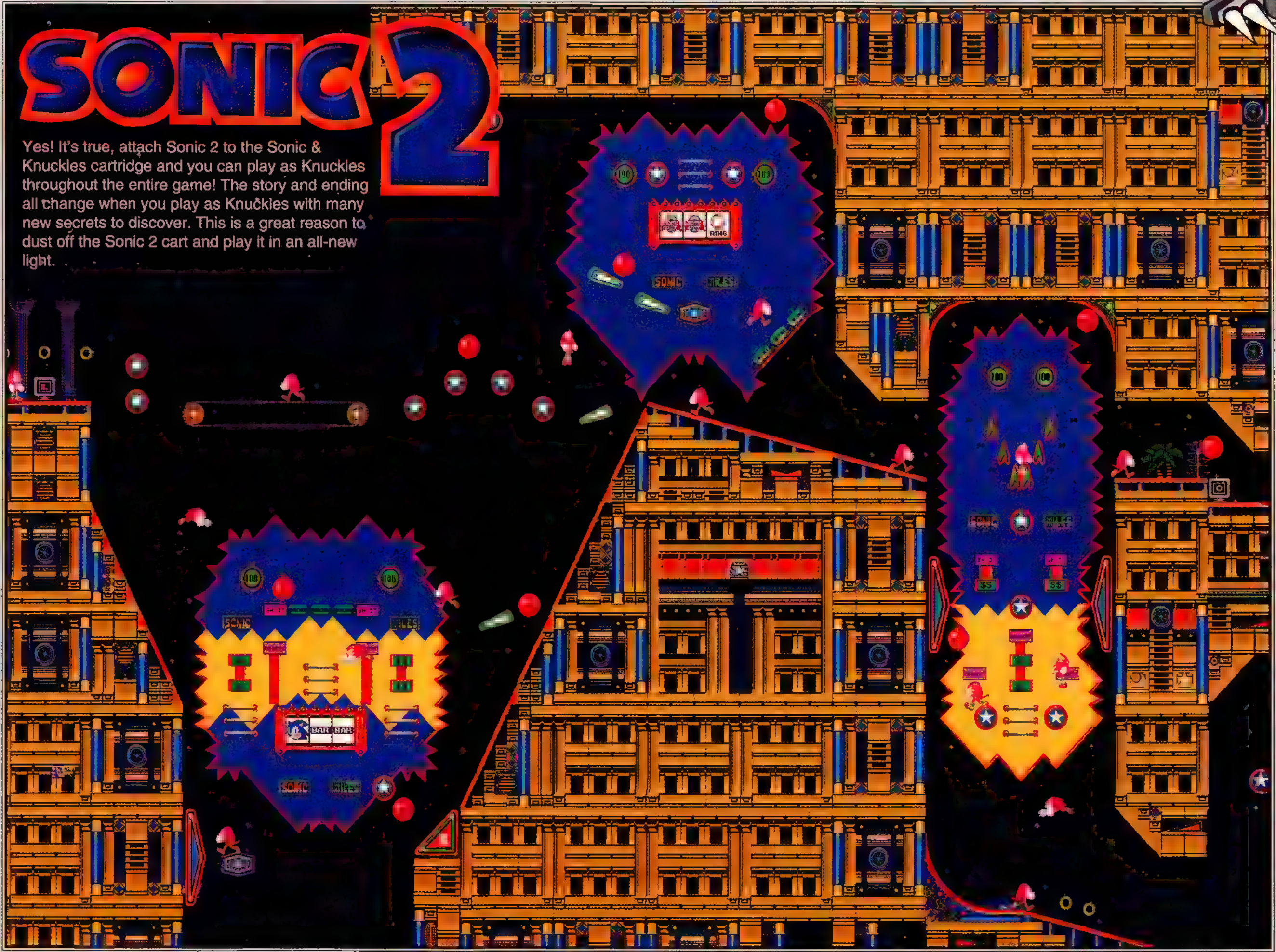
Getting the invincibility shield is always a great way to live.



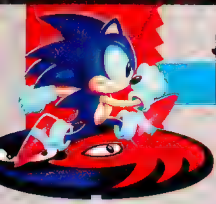
Sonic and Knuckles make a great team, don't they?

# SONIC 2

Yes! It's true, attach Sonic 2 to the Sonic & Knuckles cartridge and you can play as Knuckles throughout the entire game! The story and ending all change when you play as Knuckles with many new secrets to discover. This is a great reason to dust off the Sonic 2 cart and play it in an all-new light.



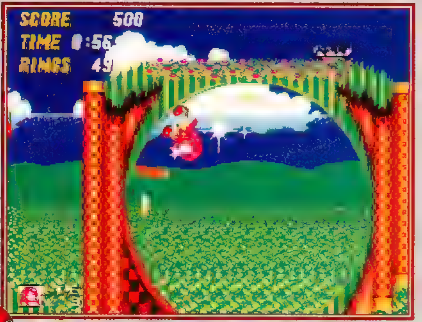
RING
SONIC
MILES
BAR
BAR
SONIC
MILES
$$
$$



# EMERALD HILL ZONE

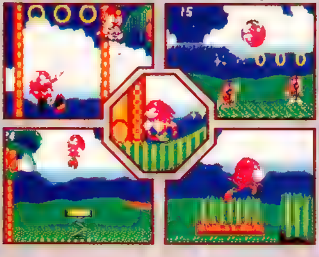
No one thought it could happen, but it has. Sonic has been replaced by Knuckles in Sonic 2! Take this spunky echidna through a time warp of sorts, as he tackles the challenges that made Sonic 2 such a hit! Spiral corkscrews, a spin dash technique, and of course, the relentless attacks of Dr. Robotnik all add up to one heck of a time. Knuckles can use his gliding and wall-climbing techniques to explore this colorful world.

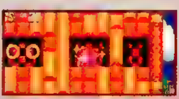
Emerald Hill Zone is just the beginning, as Knuckles must prepare himself for the Casino Night Zone, Chemical Plant Zone, and many more. Lock-On technology makes the whole retro-theme possible. Get ready for action and adventure with the dreadlocked dude, Knuckles the echidna.

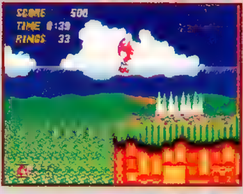


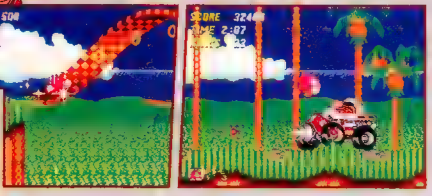
Does Knuckles have what it takes to tackle the infamous loops that spun Sonic to stardom?

## KNUCKLES? HERE?

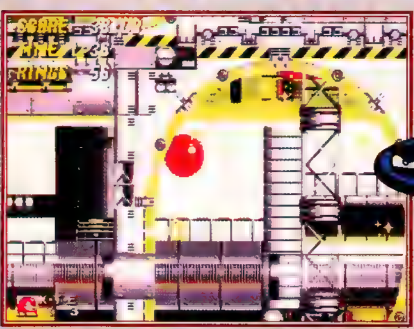








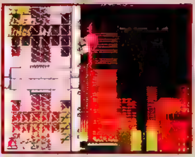
It sure seems odd seeing Knuckles in this stage, doesn't it? New techniques keep the game fresh and it's cool being able to play an older game like this with new features. Of course, Dr. Robotnik is always around to spoil the fun.



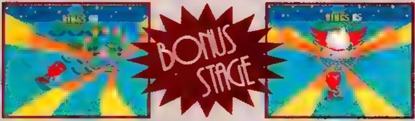
# CHEMICAL PLANT ZONE

Dr. Robotnik has set up a pollution belching chemical plant and flooded it with a toxic liquid called Mega Mack, a substance that can poison Sonic in a few moments. This chilling place is filled with transparent tubes that can whisk Knuckles to mysterious areas of this stage.

When Knuckles is in this level in Sonic 2, there aren't many enemies for him to defeat, but this level is different because it's made for speed! There are tons of walkways that Knuckles can speed along, but there are spikes and pitfalls to avoid. Face the watery Dr. Robotnik at the end of this Zone. Keep bashing him until his flying machine breaks apart and crashes into the water.

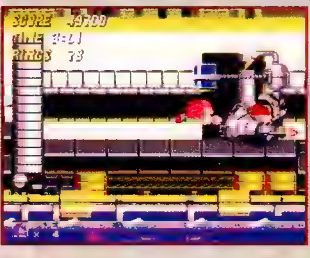


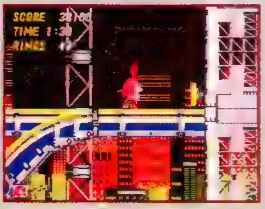
Knuckles can scale the walls in search of new items.

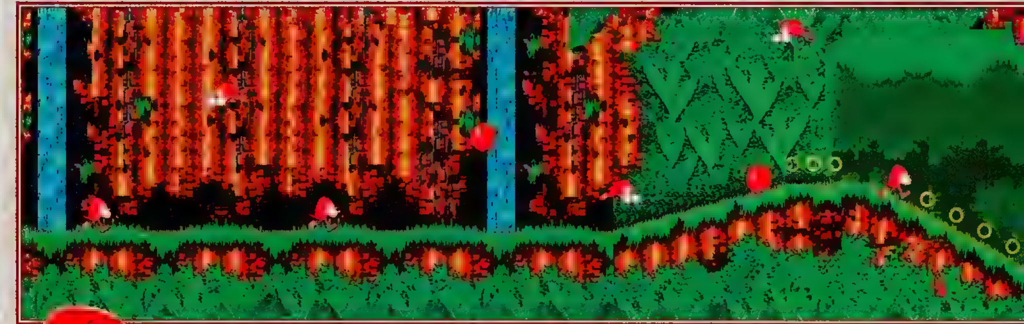


Welcome to the Bonus Stage! Collect all the rings in this first-person perspective stage. Very cool!

KNUCKLES GOT THROUGH ACT



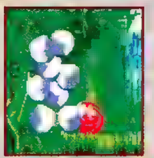


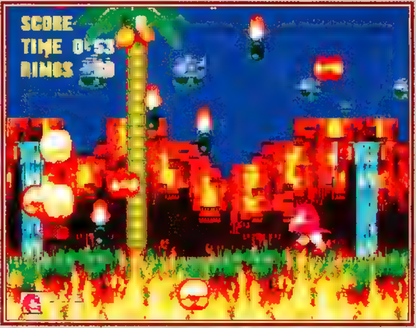


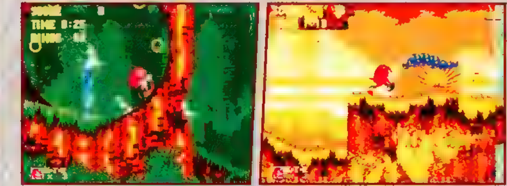
## ANGEL ISLAND ZONE

The adventure begins in the Angel Island Zone. This colorful land begins as a tranquil and serene paradise, but Robotnik's destructive machines are sent in to set the place on fire! Angel Island is also filled with booby traps such as weak bridges and collapsing ledges, but Knuckles' gliding ability can rectify these nasty pitfalls set to thwart our hero.

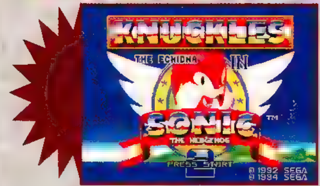
Get set to face Robotnik's machine that started the fire at the end of this level. Bash its underbelly to extinguish its destructive flamethrower.



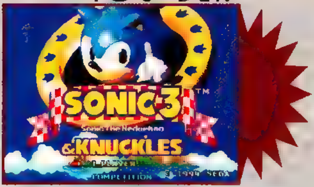

SCORE
TIME 0:53
RINGS


TIME 0:25
RINGS

Knuckles knows how to have fun. Angel Island is filled with interesting knick-knacks to interact with.


KNUCKLES
THE ECHIDNA IN
SONIC
THE HEDGEHOG
2
PRESS START
© 1992 SEGA
© 1994 SEGA

## SONIC 2 AND 3? YOU BET!

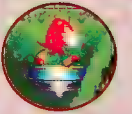

SONIC 3
&KNUCKLES
© 1994 SEGA

# SONIC THE HEDGEHOG 3

# MARBLE GARDEN ZONE

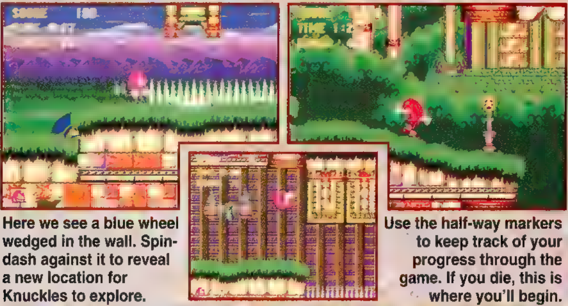
Marble Garden Zone is filled with beautiful landscapes and secret levels to explore. There are blue spin wheels scattered throughout and when spin-dashed, the whole Earth will shift, revealing new passageways to explore and new enemies to conquer.

Of course, with Knuckles' brute strength behind him, new areas of the game can be seen that Sonic could only dream of finding.



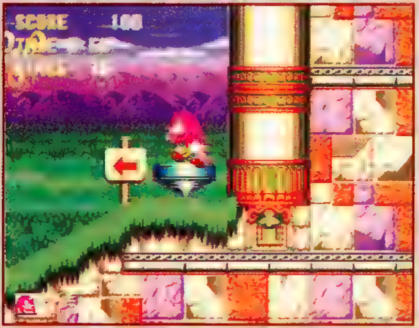
Knuckles takes a break to pose for the camera. This level can really wear away at a speedy Echidna like him.

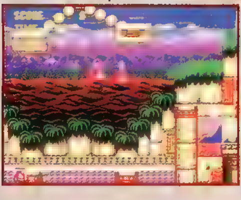
BONUS STAGE

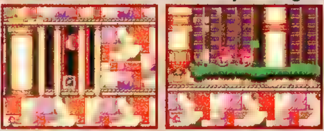


Here we see a blue wheel wedged in the wall. Spin-dash against it to reveal a new location for Knuckles to explore.

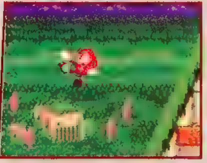
Use the half-way markers to keep track of your progress through the game. If you die, this is where you'll begin.







Finding the shield and the invincibility will prove to be invaluable in this long and complicated level. Is Knuckles up to it?

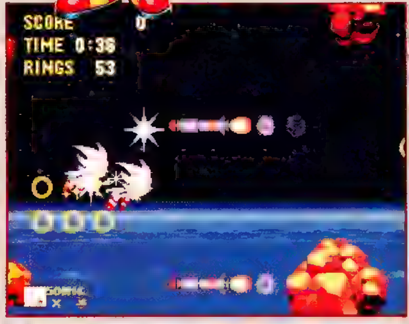


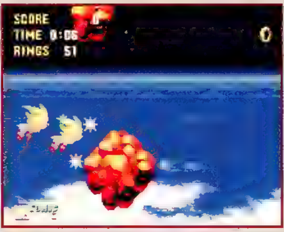
# SONIC & KNUCKLES

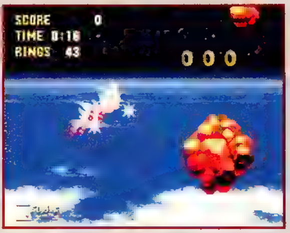
## THE DOOMSDAY ZONE

SECRET STAGE

Welcome to The Doomsday Zone. When you attach the Sonic 3 game to the Sonic & Knuckles game, this level pits Sonic or Knuckles against Dr. Robotnik in the vacuum of space. Weave through explosive missiles, dodge huge asteroids and collect rings while trying to catch Robotnik.


SCORE 0
TIME 0:36
RINGS 53
SONIC

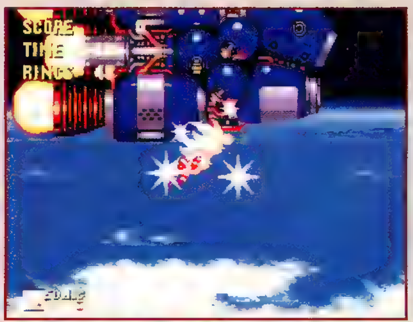

SCORE 0
TIME 0:06
RINGS 51

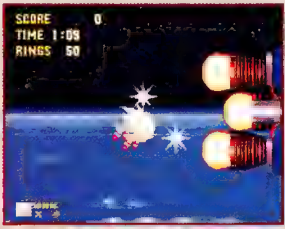

SCORE 0
TIME 0:16
RINGS 43

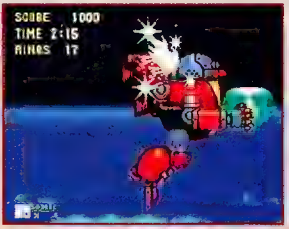
This level isn't as easy as it looks. You'll need to have a sharp eye to watch for missiles screaming your way. If that's not enough, asteroids whiz by at dizzying velocities, each threatening to stop your progress of catching Dr. Robotnik and retrieving the gem he stole.

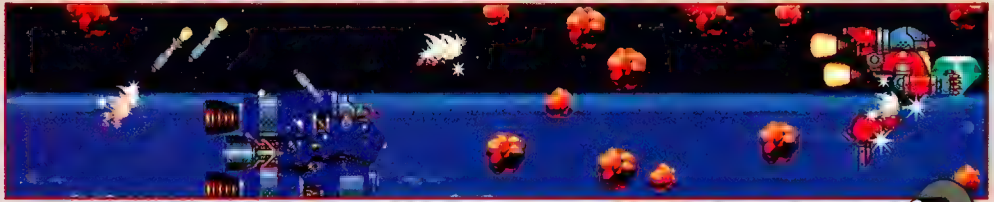
## THE BATTLE WITH ROBOTNIK!

Once you reach the end of this level, you'll face the determined assault of the mid-Boss who has been launching the missiles. Keep bashing away at the pest to destroy it, then set your sights on Robotnik. Keep up your assault to break apart Robotnik's suit and send him crashing down to the planet's surface.


SCORE
TIME
RINGS


SCORE 0
TIME 1:09
RINGS 50
SONIC


SCORE 1000
TIME 2:15
RINGS 17
SONIC



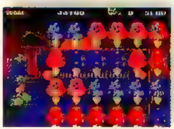
STRAP ON YOUR
BUNNY EARS
AND
SAVE THE WORLD.

***Go ahead and laugh, funny boy.***

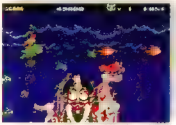
But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

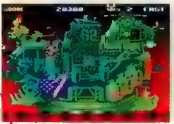
They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.



You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.

KEIO
Flying Squadron

JVC
JVC MUSICAL INDUSTRIES INC

SEGA CD™

This official seal is your assurance that this product meets the highest quality standards of SEGA™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

NYR
Not Yet Rated

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# SPECIAL FEATURE!

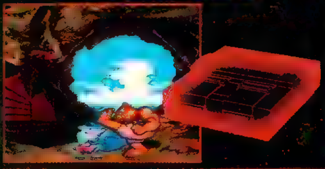
# BRUTAL

## Paws of Fury

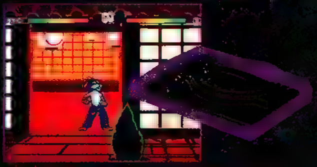
Brutal is a game of cartoon martial arts. The characters have certain traits; like all heroes, they have strengths and weaknesses. Every four years the Dali Llama travels the world in search of the greatest warriors. He judges not only on martial prowess but how much "warrior spirit" they have and invites them to his peaceful island to compete.

## TRIPLE FORMAT FIGHTING ACTION!

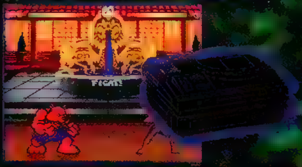
**SUPER NES**



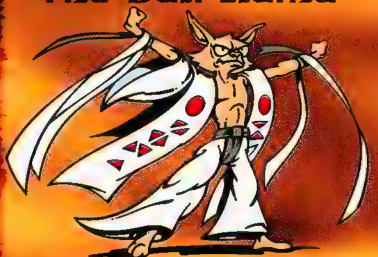
**GENESIS**



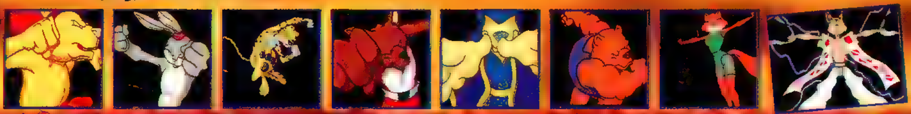
**SEGA CD**



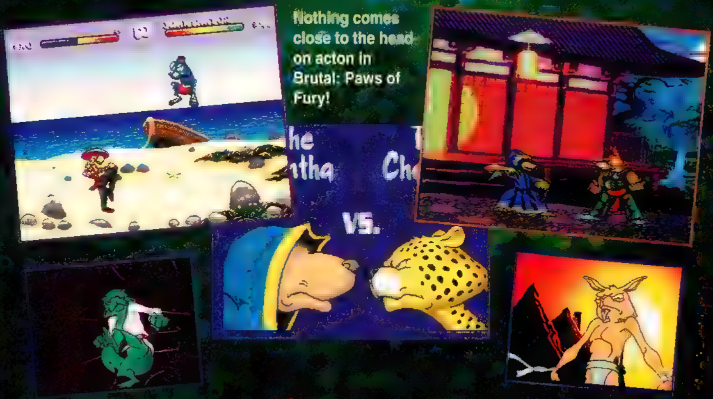
## The Dali Llama



*He stood arms outstretched on the mountaintop. From here he could see the ocean on all sides of the island. He breathed deeply and allowed his mind to reach out. He saw them all, one by one, making their way to the island. There was Kendo drinking champagne he could not afford on a cruise liner. Prince Leon still running through Asia; he would get here strong after his journey. Tai Cheetah deep in meditation waiting for the airplane to come. Tai, the only one who truly did not care if he won or lost. Foxy whisked away at night in a black car to make her secret journey. Kung Fu Bunny still training deep in the forest. Ivan the Bear uncomfortable on the train complaining about food. The Pantha deep in conversation with the monks of Kali Chaka.*
*The Llama lowered his arms and waited, soon it would begin.*

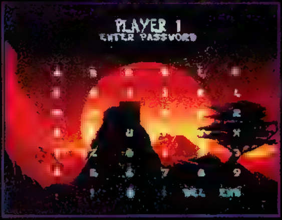


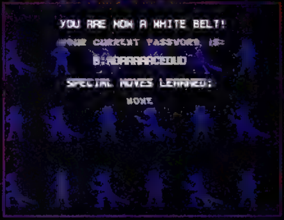
# HEAD-TO-HEAD ACTION



Nothing comes close to the head-on acton in Brutal: Paws of Fury!

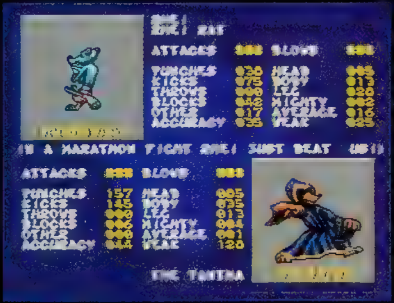
# EXCELLENT FEATURES





YOU ARE NOW A WHITE BELT!
YOUR CURRENT PASSWORD IS:
[illegible]
SPECIAL MOVES LEARNED:
NONE

Brutal is perhaps the first game to utilize a belt-based system of experience, where characters are not capable of special attacks until they have “earned” them through victories. Also included is a Character Password Feature, which allows the saving of progressed characters to use later.



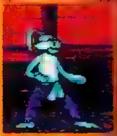
```
ATTACKS        BLOWS
PUNCHES   030  HEAD      005
KICKS     075  BODY      013
THROWS    000  LEG       020
BLOCKS    042  MIGHTY    002
OTHER     017  AVERAGE   016
ACCURACY  035  WEAK      025
IN A MARATHON FIGHT [illegible] JUST BEAT [illegible]
ATTACKS        BLOWS
PUNCHES   157  HEAD      005
KICKS     145  BODY      035
THROWS    000  LEG       013
BLOCKS    006  MIGHTY    004
OTHER     000  AVERAGE   001
ACCURACY  014  WEAK      120
THE TANTHA
```

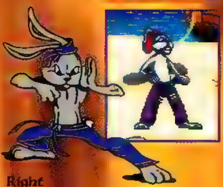
## Fight Stats

One of the great things about this game is the complete lowdown the computer gives you regarding the number of punches, kicks, and special moves used, and how many actually landed for damage. Awesome!

## BRUTALS

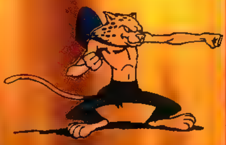
### Kung Fu Bunny

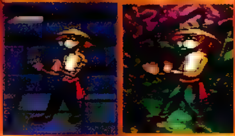




Right Understanding-“To know fear is courage.”
Style-Relaxed Paw

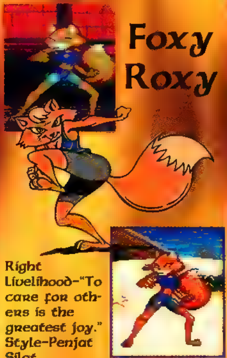
### Tai Cheetah





Right Mindfulness-“To teach someon[illegible]s to be responsible for the[illegible].”
Style-T[illegible] Chi Chuan

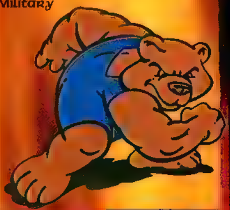
### Foxy Roxy



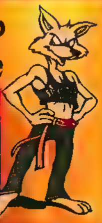
Right Livelihood-“To care for others is the greatest joy.”
Style-Penjat Silat

## Ivan Bear

Right Action–"You can rest when you are dead." Style–Soviet Military

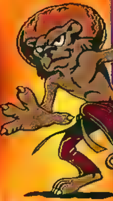


## Kendo Coyote



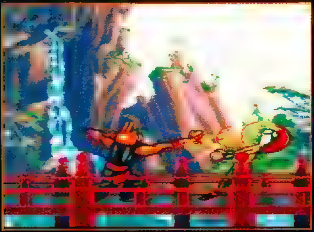
Right Resolve–"I am BACK." Style–Kenjutsu

## Leon the Lion

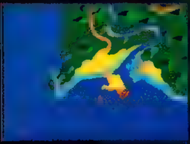


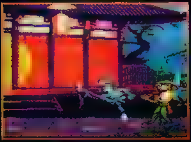
Right Effort–"I have only one judge, the world." Style–Tan Ku (The Iron Rage)

# ANSWER THE CALL OF THE WILD...

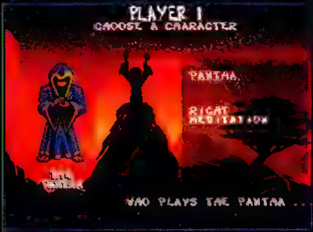


Prepare yourself for the hottest animal-fighting game ever! It has a unique idea with awesome implementation. Can you take the fury of the Brutals during their competition?



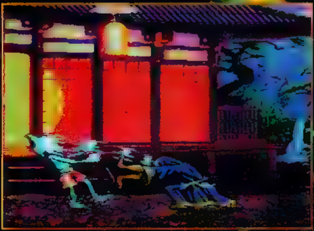


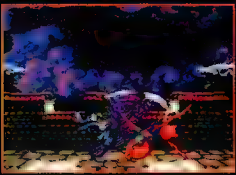
Like other fighting games, character versus same character is allowed!



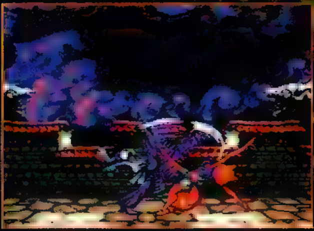
PLAYER 1
CHOOSE A CHARACTER
PANTHA
RIGHT MEDITATION
WHO PLAYS THE PANTHA ...

# SPECIAL MOVES GALORE



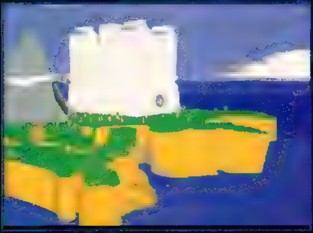


One thing is for sure, there is definitely no shortage of special moves in Brutal! Each character has tons of special attacks to use in combat!

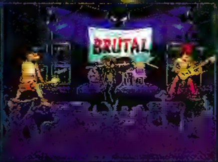


## EXCELLENT BRUTAL ACTION ON THE SEGA CD

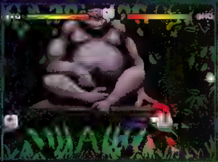
Watch for awesome cinemas!



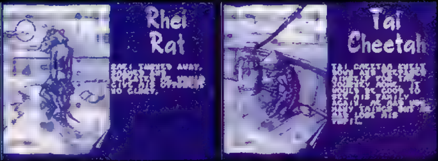
Of all the systems, Brutal seems to be best represented by the Sega CD. Although the Super NES and Genesis versions are somewhat early to judge, it is not too soon to see that non-CD systems couldn't produce such awesome graphic and sound sequences. This is definitely a must-have title for the Sega CD library, with all of what makes Brutal a great fighting game amplified for an excellent experience.



Look for the Brutal band busting some tunes for you off the CD!

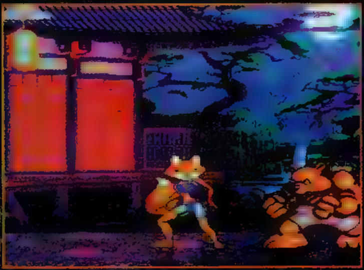


The Sega CD version has The Pantha. Genesis does not!

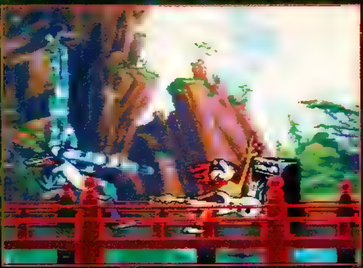


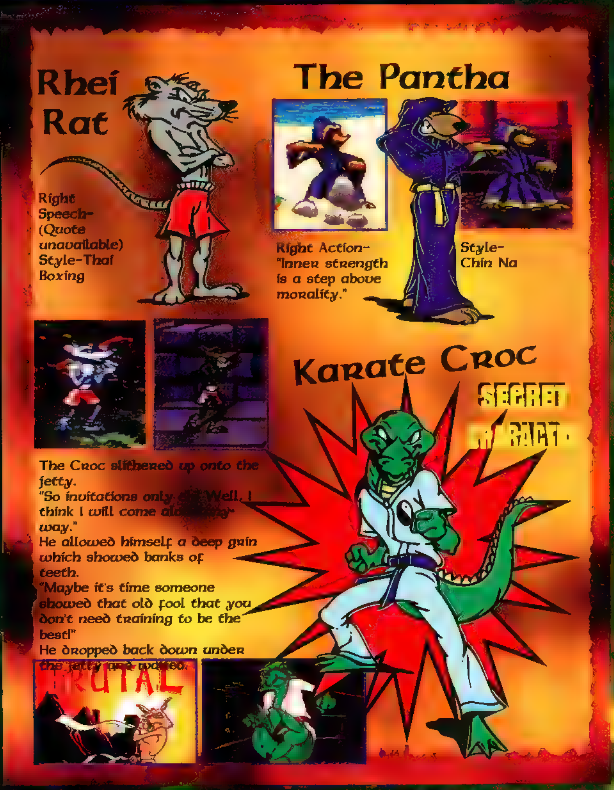
In addition to the Post-fight Stat Screens, there are some excellent story sequences describing the fate of the losing fighter. This truly adds to the competitive atmosphere.

## WACKY, WILD MOVES



This game is chock-full of some pretty bizarre actions to complement the dazzling array of other awesome special attacks. For example, there's a move of Leon's in which a guitar and amp fly out of nowhere to blast the opponent with a sonic boom of the lion's tunes. Original and humorous all in one!





### Rhei Rat

Right Speech-
(Quote unavailable)
Style-Thai Boxing

### The Pantha

Right Action-
"Inner strength is a step above morality."

Style-
Chin Na

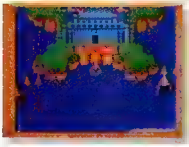
### Karate Croc

The Croc slithered up onto the jetty.
"So invitations only [illegible] Well, I think I will come [illegible] way."
He allowed himself a deep grin which showed banks of teeth.
"Maybe it's time someone showed that old fool that you don't need training to be the best!"
He dropped back down under the jetty and waited.

GAMES
SUPER Adventure Island II™
Nintendo
HUDSON SOFT
©SUSUMU MATSUSHITA COMPANY
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Interact with and gather clues from a wild cast of quirky—and sometimes dangerous—characters.

Collect all kinds of specialized weapons, armor, even magic spells to help you save your fair maiden.



Four different worlds to explore, each with its own harsh climate and hidden mysteries.

SUPER Adventure Island II™

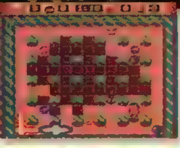
***If role-playing is your gig,***
*Super Adventure Island 2*
will rock your world.

Take off on a turbulent journey as Master Higgins, a shipwrecked, amnesia–ridden groom in search of his lovely, yet very confused bride. . .who, by the way, has been kidnapped by a giant buzzard. . .just as she was about to marry the crowned king of Waku–Waku!!!

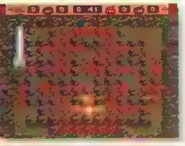
But don't worry. If you can figure out the lyrics to your favorite songs, this one shouldn't be too tough for you.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

HAT ROCK
WATCH FOR THESE HITS ON
ESPN2
Nintendo
SUPER BOMBERMAN 2
SUPER NES
MULTIPLAYER ADAPTER
HUDSON SOFT
SUPER NINTENDO
ENTERTAINMENT SYSTEM



Light the fuse, get away... and watch your friends go up in smoke!



Strategy is key. Drop your bombs carefully—one bad placement and KA-BOOOM!

Tons of power-ups let you throw your bombs, even detonate them by remote control.

# SUPER BOMBERMAN 2

***Go ballistic*** and grab your Super Multitap™! It's the video game that gives you points for blowing your buddies to bits!

Loaded with more nerve-scorching mazes and mind-splattering intensity than the original, *Super Bomberman 2* lets you match wits—and weaponry—with up to four players simultaneously.

It's like being in the pit...only instead of plaid, everyone is wearing enough TNT to supply several Third World nations.

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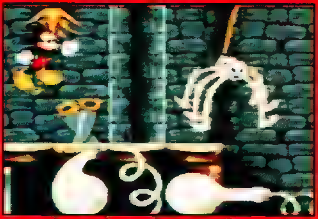
GAMES THAT ROCK

HUDSON GROUP
HUDSON SOFT

# SPECIAL FEATURE!



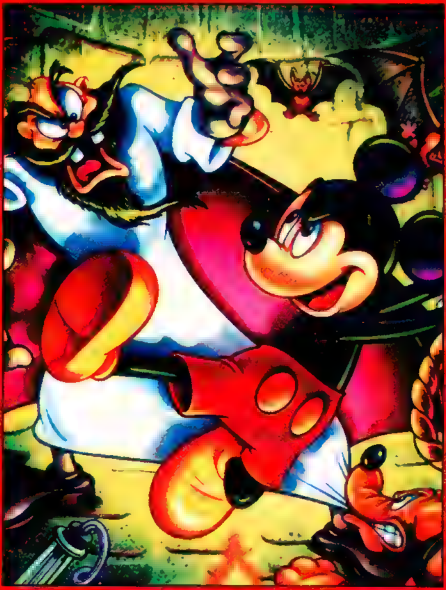
## The Making of

## MIC

## MA

Disney has had major successes with its characters in the past, most recently with the Lion King and Aladdin. But none have managed to tuck youngsters under the covers of time like Mickey Mouse.

Very few youngsters have been introduced properly to Disney's mouse and his humble black-and-white beginnings. The mouse with the big, black ears and engaging smile has done well over the years, with his entries into the realm of video games and feature-length cartoons.



Mickey Mouse's Castle of Illusion by Sega for the Genesis and Mickey's Magical Quest for the Super NES were technological wonders and well ahead of their time both playability and the innovations that were made in the programming and design of the games.

Sony and Disney have teamed up once again to push the gaming envelope with Mickey Mania.

In part one of this feature, that appeared in *EGM²* #4, we looked at how the designers went back through Mickey's history, took parts of his storied past, and added them to the game to give a historic overview of Mickey's glorious, 65-year career. Here, we will continue that line of thinking through to the end.

Many people have seen *Steamboat Willie*, Disney's 1928 animated short. Disney and Sony used that as a starting point for Mickey Mania: The Timeless Adventures of Mickey Mouse.

The youngest gamers may not realize that *Steamboat Willie* is a big part of Mickey's heritage. However, after playing the game, all players will appreciate that fact because some of the animation in the game is in black-and-white. When realizing that point, the game has a different look and feel.

On the other hand, kids will be familiar with the *Prince and the Pauper* (1990), the short that accompanied the showing of the animated feature film, *The Rescuers: Down Under*.

Many of the other animated shorts used in the game include: *The Mad Doctor* (1933); *Moose Hunters* (1937); *Lonesome Ghosts* 1937); and *Mickey and the Beanstalk* (1947). If gamers and their parents haven't seen all of the shorts included in the game, they are all out on home video.

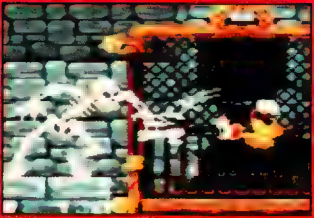
The game wasn't made just for young gamers. Sony had all members of the family in mind when they developed the story.

"For the older audiences we picked Mickey Mouse short films on the basis of what we felt an older audience would have been exposed to and influenced by," said Patrick Gilmore, senior producer for Disney Software, who worked on the Mickey Mania project with Sony.

"We stuck to films that were influential in their day. *Steamboat Willie* was the first use of sound in a cartoon. *The Band Concert* was the first use of color, and *The Mad Scientist* was the first colorized film. *The Lonesome Ghost* was a milestone for Mickey because for the first time, he was animated by a well-known Mickey artist."

Mickey is revolutionary with new innovations in game play and programming techniques in this latest adventure.

MICKEY MANIA
PRESS START



In the Moose Hunter Level, the coming-at-you perspective is a first for any game. It will also be seen in the Stampede Level in The Lion King game.

But Mickey Mania will be in stores only before The Lion King, and it will be the first video game in history to have this spectacular Mode 7 perspective.

# KEY NIA PART II

There are over 40 hours of gameplay in any one of the Mickey Mania games coming out for the Sega Genesis, the Sega CD, and the Super NES formats.

The animation provides a visual experience, and the hidden areas throughout the game and special levels in the Sega CD version provide a unique gaming experience.

The sound effects are incredible and are found in all versions of the game. You'll think you're listening to a full orchestra! This effect was created by starting out with the highest point, according to Disney Software's Patrick Gilmore.

"Starting at the CD high point, we worked our way downward within the limitations of both the Genesis and the Super Nintendo. We ran with something that we could make work on the Genesis."

On a creative level, they tried to match the music with the mood and feel of each of the animated shorts in the levels.

On the Sega CD version, Disney brought in the only living person who could perform the voice of Mickey Mouse, and a voice-over session was done using the actual voice of Mickey.

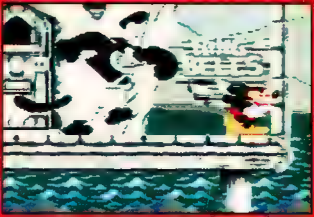
"There is only one person alive who can do the voice of Mickey Mouse," said Mary Ann Norris, Sony's producer on the Mickey Mania project. "We played through the game and we let him ad lib his way in the various levels as we played. We interspersed the voice samples of Mickey throughout the CD version.

"We would have liked to have done the same with the other cartridge versions. But due to memory constraints, we couldn't add as many samples as we would have liked."

In each level, the Mickey of the year that was featured in the animated short makes an appearance. However, the other characters you traditionally see in a Mickey Mouse game aren't included.

"We were intent on having this be a historic overview and a fanfare of sorts for Mickey, not for Donald Duck, Goofy, or any of the other traditional characters you might expect to see featured in a Mickey game," Gilmore commented.

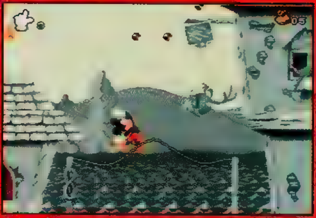
Pluto does make an appearance from time to time in the game. In the Mad Doctors Level, Mickey actually rescues Pluto from the Mad Doctor, just like he did in the actual cartoon. Pluto is then Mickey's sidekick for the rest of the game.



In the Sega CD version, extra animations were added for Pete's character, the end Boss in the game, and extra Mickey Mouse animations were added for each of the individual Mickeys.

All of the Mickeys appear and help you defeat Pete in the final battle.

The McGuffin (a pencil), the object of



your quest, links all of the transitions in the game and appears in the final level of the Sega CD version.

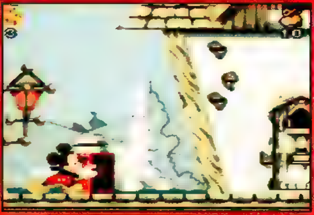
Once you get the pencil, it activates and draws one of the Mickeys. Once drawn, Mickey appears and helps you defeat Pete, then moves on. Afterward, it's an ongoing quest to keep recapturing the McGuffin in order to trigger the appearance of all of the other Mickeys.

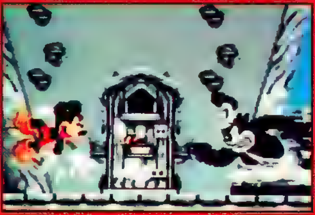
This is the one level that isn't in either the Sega Genesis or the Super NES games, according to Sony and Disney.

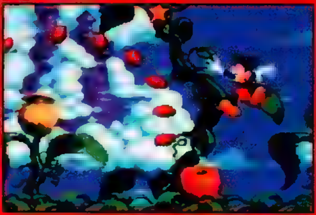
On top of all that, the voice samples, the orchestrated music, and the extra animations for the characters throughout the game, were added to the CD version.

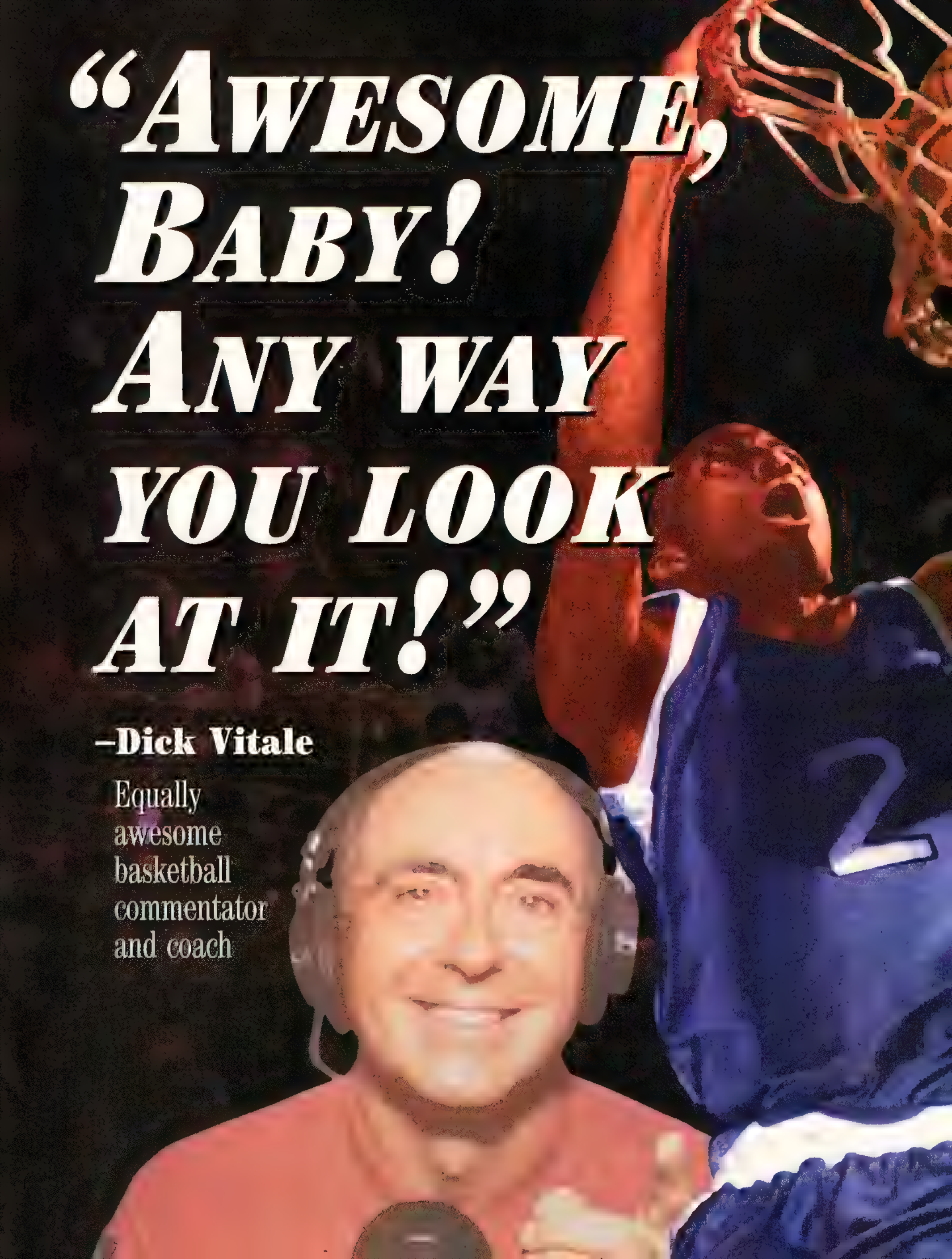
"The Sega CD is good at playing back redbook audio music, and we wanted to create the interactive cartoon feeling. We used that soundtrack to add many individual sound effects and tailored them to each level. In the Mad Doctors area, where it's creepy and spooky, there are bone-shattering sounds, giving you the feeling that you are inside the game," Gilmore said. "We don't want to give away the ending, but let's just say it's not so much a closure, but an overture of everything that you have been through with Mickey."

Mickey lovers will enjoy taking a voyage in time with the mouse that helped make Disney famous. Gamers will enjoy the trip through Mickey's storied, 65-year past. However, it does not matter which kind of fan you are, this game will capture everyone's heart, both young and old alike. This game is a work of gaming art with its creative soundtrack and graphics. Make sure you take a look at Mickey Mania when it comes out in the near future.





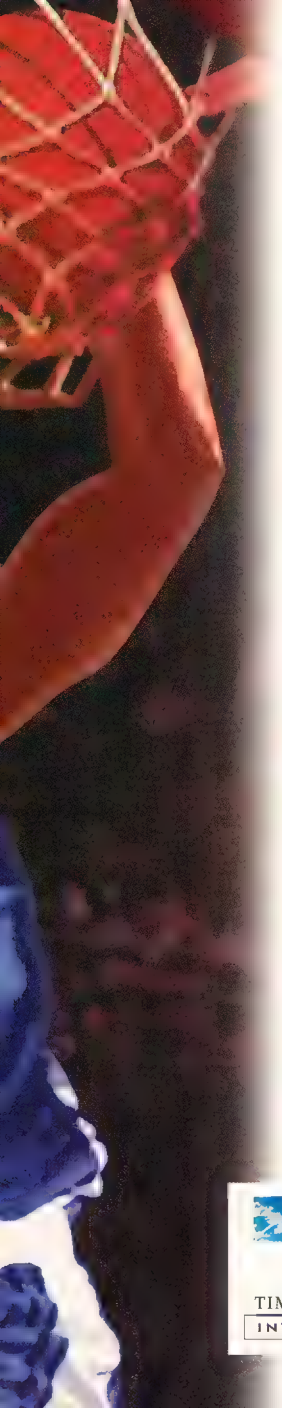




# “AWESOME, BABY! ANY WAY YOU LOOK AT IT!”

**–Dick Vitale**

Equally awesome basketball commentator and coach



# Here's the only Genesis™ basketball game with a *3-D rotating court* – and me, *Dick Vitale!*

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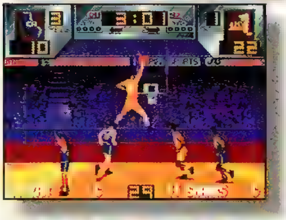
"AWESOME, BABY!"
COLLEGE HOOPS
SEGA
GA

I live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***

- A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
- Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
- Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
- 5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.



**Play it and you'll be screaming, *"Awesome, Baby – with a capital A!"***

Dick Vitale

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SPECIAL FEATURE!

# FALL ECTS

## EUROPEAN COMPUTER TRADE SHOW

## REPORT PART 2

***LONDON—The fall European Computer Trade Show*** was so huge we had to carry over our coverage from *EGM²* #4 to this month's issue of *EGM*.

You'll find the best coverage of this fall's ECTS right here. If there's a gaming show anywhere on the planet, you know the editors of *EGM* will be there getting you all of the inside information and game screens to keep you updated.

Our correspondent over in Europe, David Ryder, has been busy staying up late and even missing tea to go through the press packages and get the information for our ECTS Special Feature.

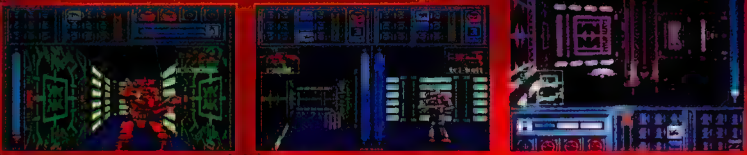
The game market in the U.K. may be at a low and consumer interest is way down from last year, but game development is just the opposite. Sony is a major presence in Britain for instance, working through their European office. Instead of even trying to get space, Sony provided buses to take the media and members of the game-buying public to their own turf.

The Brewery, located within London's city limits, provided a great backdrop for taking a leisurely stroll and looking at all of the games, while sipping on a freshly brewed beverage.

THE BUSINESS DESIGN CENTRE
Virgin

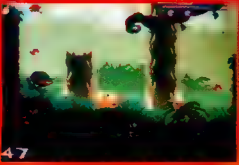
The ECTS was packed with gaming goodies and key players from all gaming companies attended.

## BLOODSHOT



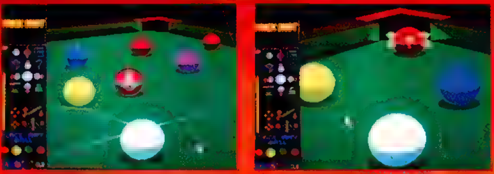
One of the coolest games at the show was Bloodshot by Domark. The first-person perspective blaster is one hot property. With Doom and Zero Tolerance big news, gamers won't believe this type of graphic quality was possible on the Genesis. The 12-level blaster takes place on an alien troop ship on its way to the planet Earth.

## PAC-MAN

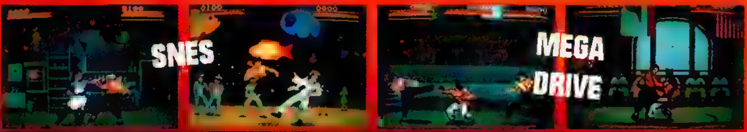


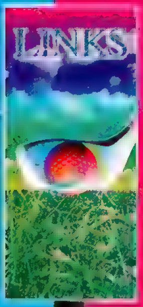
A new Super NES Pac-Man adventure awaits you from Mindscape. Jimmy White's Whirlwind Snooker (left) looked very good for the Mega Drive (Genesis).

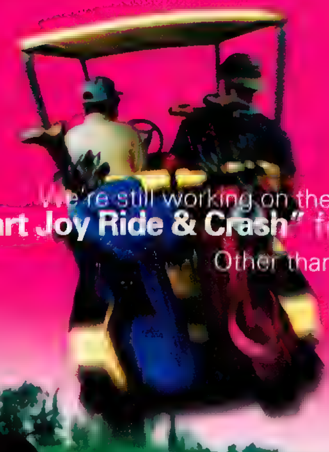
## SNOOKER



## DRAGON







We're still working on the "Golf Cart Joy Ride & Crash" feature.

Other than that, it's perfect.

# LINKS

the challenge of golf

**Links** for **Sega CD**™ is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly —incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features:
- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf games to give you in-depth golf features like:
- 1 to 8 players (sorry, other games can only handle up to 4)
- Full support of TeeVGolf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water

Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin

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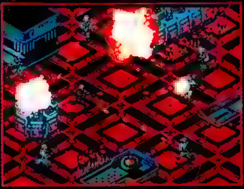
Sony went high-fi and high-tech with a huge video screen presentation of their upcoming products, while the usual selection of show biz suits milled around to tell us all about them! The main attraction, of course, was the PlayStation. It was the first time that the unit had been on display in the U.K.

One would have thought that Sony would have pulled out all the stops and had 15 PlayStations, running all of the latest softs, scattered throughout the brewery. However, that wasn't the case. There was only one PlayStation unit, and that was kept in a glass case located in the middle of the main room. There wasn't even a game playing in it. But the beer tasted good and people wandered by to admire the 'caged-in' system. In fact, some people admired it a little too much. I have it on good authority that someone even walked up and licked the case.

Behind closed doors, Sony was running the racing game Poly Poly Circus Grand Prix, coded by SCE, as well as their multiscrolling shoot-'em-up, Philosoma. We'd love to give you a full preview of them, but Sony U.K. gave us instructions to keep anything we've learned in the strictest confidence until its debut. They're keeping things so tightly under wraps that Sherlock Holmes and Scotland Yard would have a hard time getting information on these games.

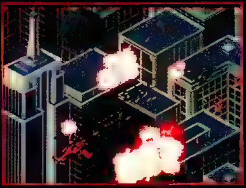
Psygnosis, on the other hand, was a bit more open. (I mean, what's the point in having the press there if you're not going to show them anything?) It was inevitable that they

## URBAN STRIKE



NEWS & WORLD

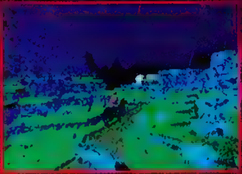
HOW MY CHOPPER SAVED NEW YORK



Electronic Arts used the *News and World Report* on the first Sunday of the show to get publicity for some of their titles. The headline on the mock front page read, "How My Chopper Saved New York" and referred to the new Urban Strike game coming out for the Genesis and the Super NES this Christmas. On the flipside, 3DO FIFA Soccer and World Cup Rugby were featured on the bottom of the sports page.

## ECSTATICA

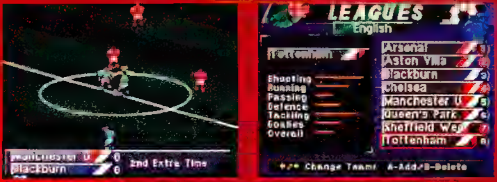
Due out on the 3DO, this 3-D game looks awesome.



## THE LION KING

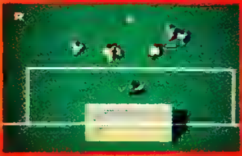
Virgin has one of the hottest gaming properties on the planet heading into Christmas and it will be roaring on all formats.

## FIFA '95

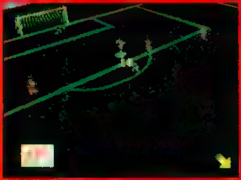


FIFA '95 by EA Sports was the talk of the show and it looked hot.

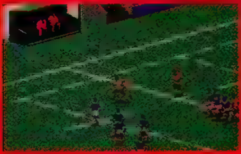
## DINO DINI'S SOCCER



## FIFA SOCCER



## RUGBY WC 1995



There was no shortage of soccer games at the ECTS. Virgin's working on Dino Dini's Soccer for the Super NES. EA Sports' FIFA '95 for the Genesis looked good, and so did FIFA Soccer for the 3DO and World Cup Rugby.

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# FALL ECTS
## EUROPEAN COMPUTER TRADE SHOW
## REPORT PART 2

wouldn't have enough space to show all of their software at the big ECTS show, so instead of even attempting, they chose to show Ecstatica and Novastorm on the PC.

Novastorm is the sprawling shoot-'em-up we previewed on the Sega CD and the 3DO. It's a natural for conversion to the PlayStation.

Likewise, the graphically fantastic adventure game Ecstatica was very impressive.

It features beautiful animation and ultracool, real-time movie camera-angle cuts as you play.

It won't come out on the PC CD-ROM until the winter. It would be criminal if Sony let a hot property like this one slip by without converting it across to the PlayStation.

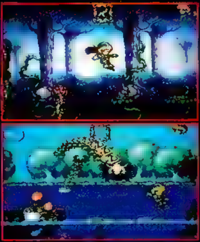
Up on the big screen, we were treated to footage of PlayStation games in action, even though they had nothing playable on the show floor.

The Euro launch is still far away; a date has just been announced: European gamers will get their first chance to buy the PlayStation on Sept. 1, 1995!

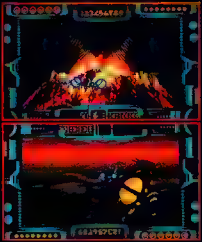
Better yet, the price point for the PlayStation will be very aggressive. Sony is talking about a maximum price of £350

Flink is a graphically exciting game that will be out in time for Christmas on the Mega Drive/Genesis. Another Psygnosis game, Novastorm, originally known as Scavenger 4, is a very slick looking game. The SGI backdrops rule.

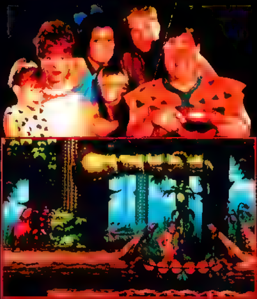
### FLINK



### NOVASTORM

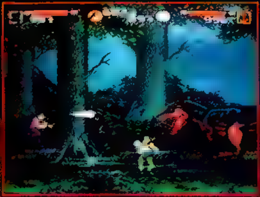


### THE FLINTSTONES



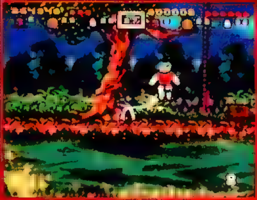
### JP2: THE CHAOS CONTINUES

JURASSIC PARK 2
THE CHAOS CONTINUES



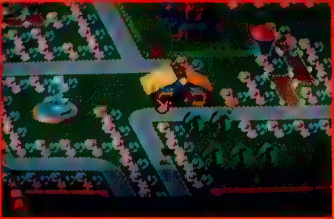
You saw the film and the cartoon, now play the game! Capturing the look and humor of the movie in a side-scrolling platformer wasn't easy, but Sony seems to have done it with this very good-looking title. Grabbing speech and music from the cartoon will make this game very familiar to Flintstone fans. In another dinosaur-chasing adventure, Jurassic Park 2 looks excellent and gamers will find themselves enjoying the fine animations. It's being made for the Super NES.

### THREE NINJAS KICKBACK

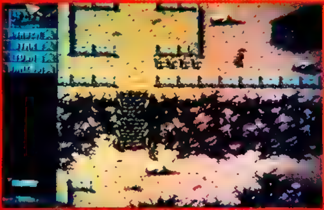


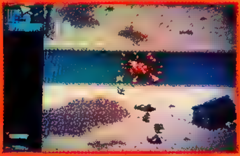
### THEME PARK

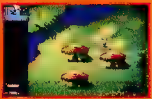
Theme Park will be making an appearance on the Genesis and the Super NES. Theme Park by Bullfrog Ent. allows you to design and run your very own theme park.

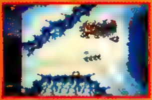


### CANNON FODDER









Remember how much fun it was blasting the soldiers in Desert Strike? Well Sensible Software's Cannon Fodder takes it one step further! Imagine Lemmings combined with Desert Strike. You carve your way through this 3-D blaster for the Sega CD collecting tanks and commandeering jeeps and helicopters as you make your way through the ranks. Lots of blood, guts, and awesome explosions await you.

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and a minimum of £250 (between $375 and $525) when it hits the shores of the U.S.

Sources say that it should ring in around £300 ($450), so Sony seems to be splitting the difference.

But U.K. gamers won't be looking this Sony gift horse in the mouth.

The Japanese launch of the Sony PlayStation has been moved forward to November 30. Way to go Sony.

A number of other companies were represented at ECTS as well, all with exciting new projects to show off. One of Britain's top developers has six development kits in stock already and is working on games before the units arrived. One document where the ink has already dried is between Bullfrog—the guys behind Syndicate, Theme Park, and Populous. Some serious money is being bandied about. To do four games for the PlayStation, Sony will be paying them between £2.4 and £3 million pounds for the games.

SCI has been quietly working on Sony softs as well. Cyberwar, the sequel to The Lawnmower Man is due out on the PlayStation as a four CD Pack, three game CDs, plus a special soundtrack.

Likewise, Death Machine, a futuristic thriller set in an office block, sees you battle a robot that can smell fear.

Several top PC games are expected to be converted for the platform and Domark's space game. Absolute Zero is a likely candidate.

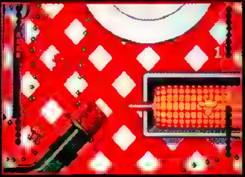
Mortal Kombat III will also be out on Sony's big machine. Stay tuned for more information!

**J-CART™**
**FOUR PLAYER POWER**

## J-CART RULES

Codemasters is busy. The J-Cart will allow gamers to have up to four players on one cartridge. Controllers are plugged into the game as it sits in the Genesis. It's an innovative approach to four-player gaming and it works! No dual-compatibility problems and they own the rights. Micro Machines 2 is more of the fast-action racing game players have become accustomed to. Psycho Pinball is one hot pinball game for the Genesis.

Micro Machines
2



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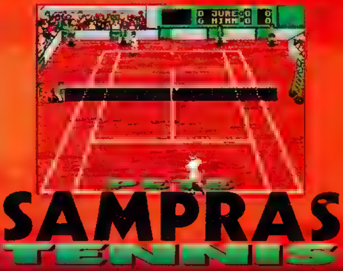
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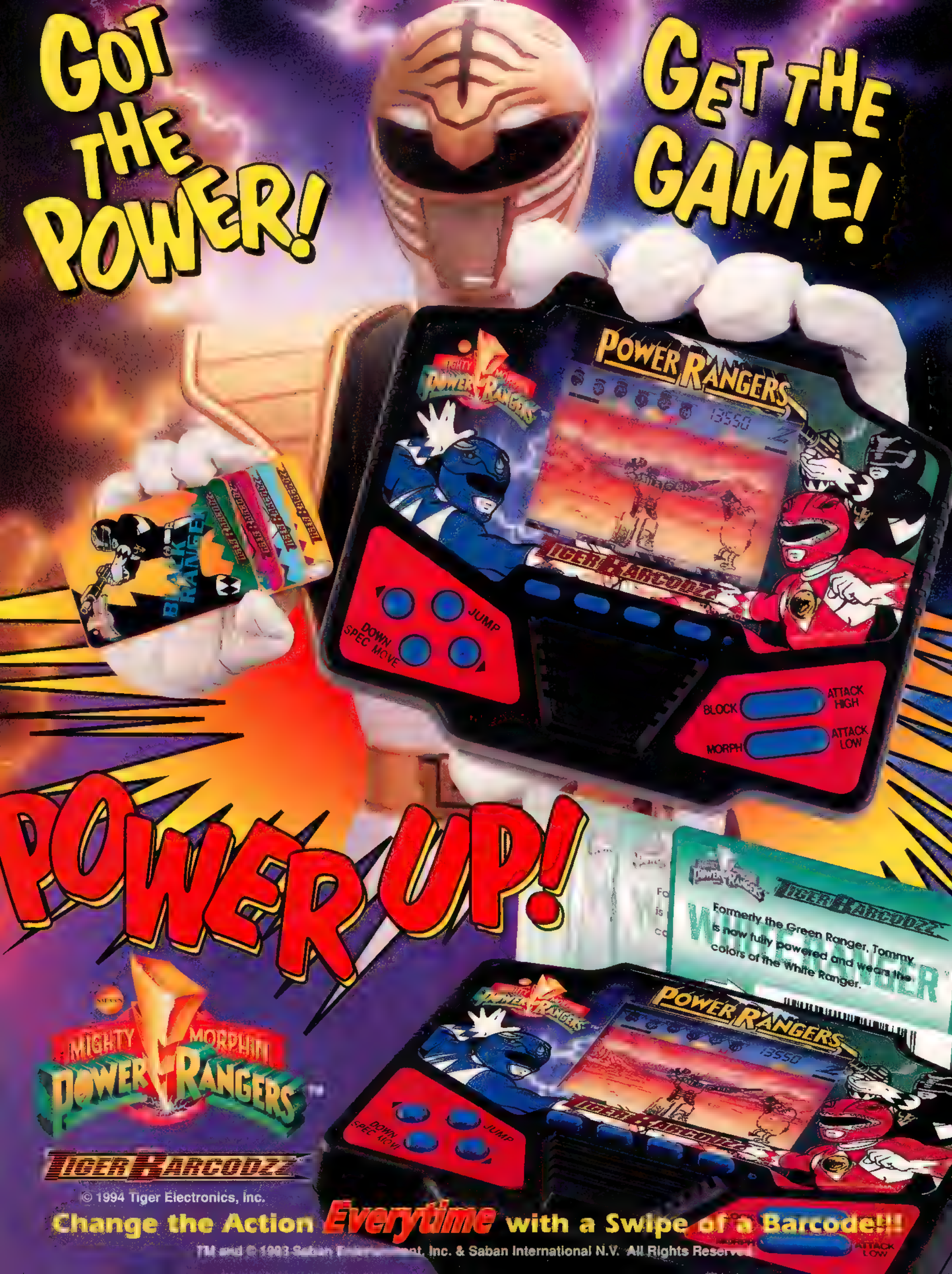
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# SPECIAL FEATURE! JAMMA

SEGA SATURN

Wherever there's a big gaming trade show you know we'll be there getting you all of the inside scoops and keeping our finger on the pulse of the gaming industry.

It doesn't matter if it's in the land down under or in the land of the rising sun, we've got you covered.

Recently we visited the 32nd Annual Japanese Amusement Machinery Manufacturers Association (JAMMA) show. There was a lot to 'JAMMA' about, with the release of the new Neo-Geo CD unit in Japan. They had a display of all of their top stuff and we've got it here.

In the next few pages we'll showcase all of the new games, including Virtua Fighters 2, Acedriver—better known as Ridge Racer III in our neck of the woods.

Most of gaming's top companies were on hand to show off what they've been working on.

We tracked down those companies that didn't exhibit to see what they have been up to. Sega was on hand and they had a lot more to show than the balloons that hung from the rafters with their logos on them.

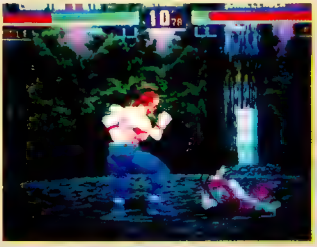
「遊び」が創る、21世紀の夢
第32回アミューズメントマシンショー

They had a host of 32X and Saturn softs on display. They even showed off their new STV arcade architecture technology. We've got all the specs on the new systems and we'll take you on a guided tour of the show, saving you the price of a plane ticket to Japan and keeping you informed at the same time.

There's plenty to talk about and what we don't have room for in this issue of *EGM*, we'll carry over to *EGM²*. Enjoy the show!

SNK
NEO-GEO CD
SAMURAI SPIRITS

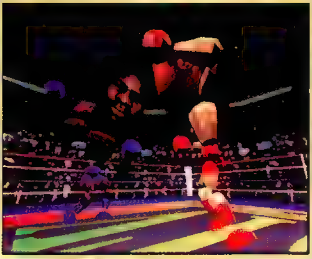
**The Neo-Geo CD is one hot machine and it was on fire at the JAMMA show. The unit sold out and three of the hottest Neo•Geo games, Art of Fighting, left, Samurai Shodown, and Fatal Fury 2 were available when the machine hit store shelves.**



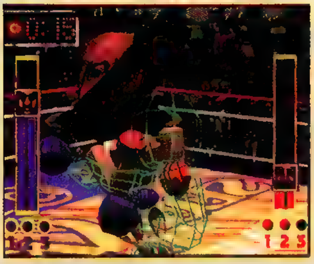
**Sega's Virtua Fighters 2 was on display at the JAMMA show. Take a look at our extensive coverage of the 32nd Annual Amusement Machine show.**

## What was at the JAMMA?

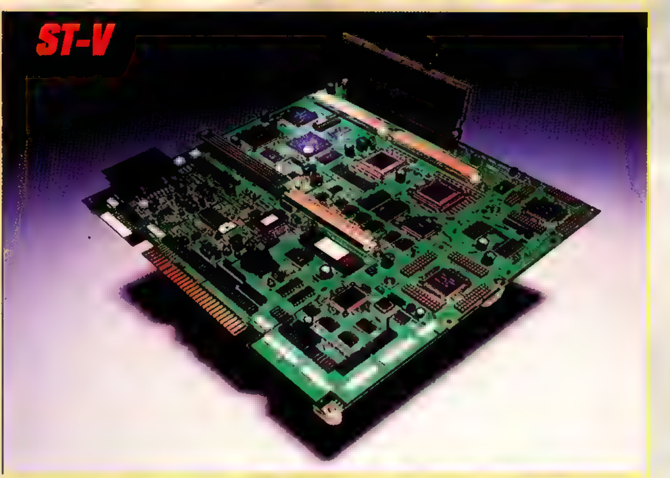
Atlus: Power Instinct 2
Banpresto: Dragonball Z 2
Capcom: Armored Warriors, Slam Masters 2
Data East: Dunk Dream, Gunhard
Human: Blazing Tornado
Jaleco: Gunbird
Konami: Soccer
Namco: Ace Driver, Attack of the Zolgear,
Tekken, V Shoot, Gunbullet
Sega: Virtua Fighter 2, Virtua Cop, Tecwar,
Title Fight 2, Golden Axe: The Duel
SNK: Samurai Shodown 2, Neo•Geo CD
Sunsoft: Galaxy Fight: Universal Warriors
Taito: Chase Bombers, Kaiser Knuckle,
Space Invaders DX, Operation Wolf 3,
Real Puncher, Virtuality/Zone Hunter,
Super Ground Effects, Hat Trick Hero '95
Technos: Double Dragon, Gowcaiser
Tecmo: V Goal Soccer
Visco: Drift Out '94, Crystal Legacy

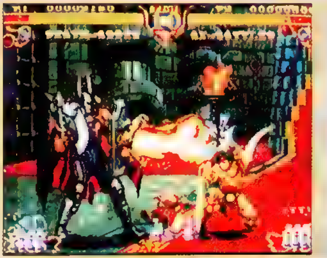


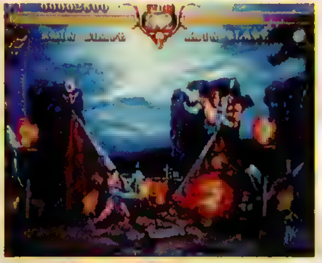
## TITLE FIGHT 2



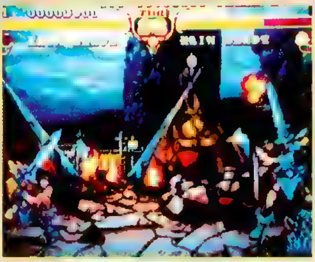
Possibly one of the most innovative items at the Jamma show was the new motherboard from the wizards at Sega. Simply named the ST-V, the board mimics the new Capcom arcade boards, and more closely the Neo•Geo, by incorporating a cartridge system. Therefore, an arcade owner no longer has to buy an entirely new cabinet with every new Sega game. The cartridge slides into the right side and is very affordable. The main reasoning behind the move from the previous models, namely their Model 2, was that they were just too expensive. One of the two games coming out for the system is Title Fight 2, an impressive boxing sequel with full rotation, Virtua Fighter-style graphics, and a refined "Punch Out" game play, as your character is a green-grid boxer. The second is another sequel, of sorts, to the popular Golden Axe series. Entitled The Duel, it is a fighting game starring all of your favorite Axe characters.

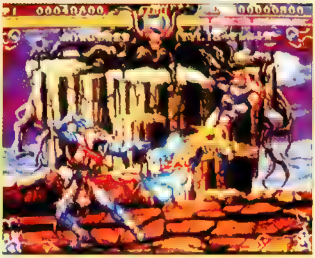






## GOLDEN AXE : THE DUEL





## *You think you want to be King?*

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- A radical variety of gameplay that follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- Fast, super smooth, movie-like animation, hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- All 9 music selections from the movie, including *"The Circle of Life," "Just Can't Wait to Be King"* and *"Can You Feel the Love Tonight?,"* composed by Elton John and Tim Rice.
- Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

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THE LION KING
this holiday season
at a theatre
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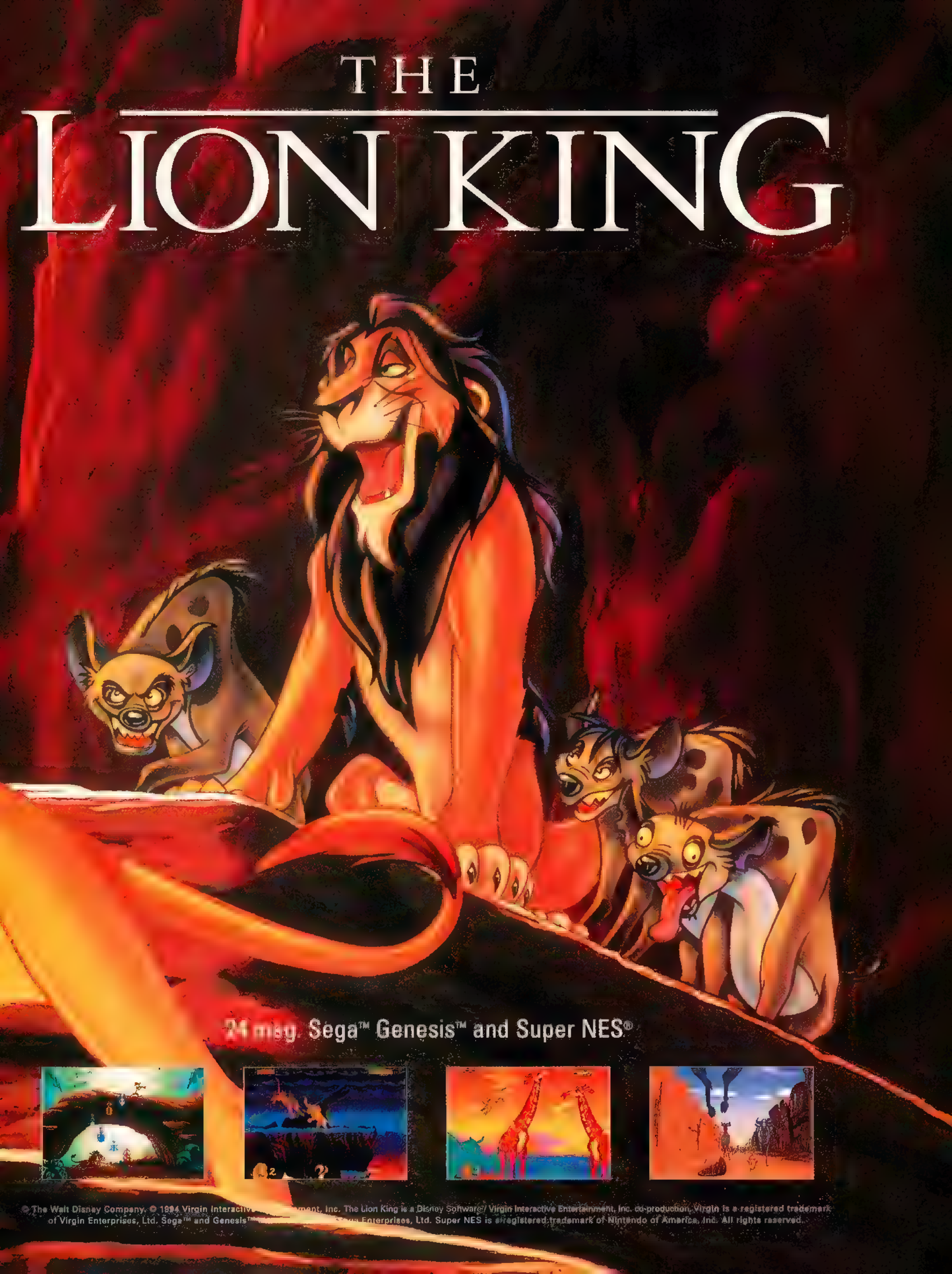
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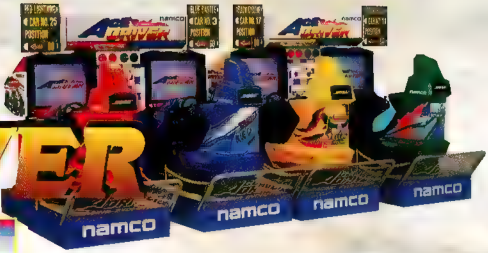
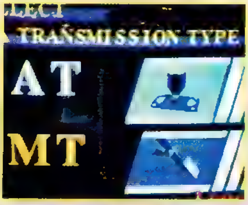
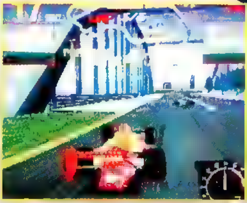
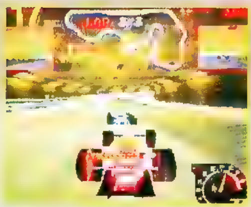
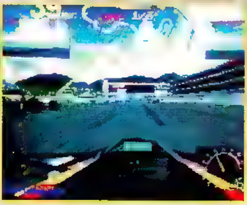
# ACE DRIVER







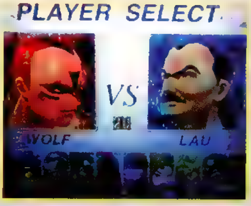


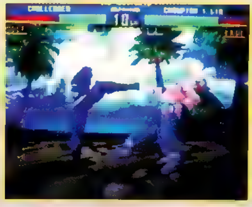


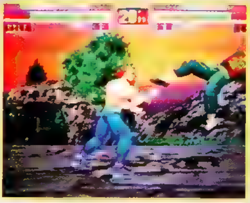
Among the best at the show had to be Namco's answer to Ridge Racer 3. Not only are the graphics absolutely fluid and the game play flawless, but the networking option adds a whole new dimension to the game. Locking four cabinets together allows you to access an eight-player head-to-head battle for first place. The 'car' you sit in also leans to the left and right and really helps to get you into the game.

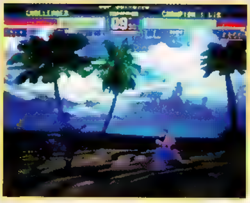
# Virtua Fighter 2

One of the most anticipated games approaching is Virtua Fighters 2. The first did not rank as high as Street Fighter II or Mortal Kombat II but it did have a loyal following. Its refined graphics and style were excellent. Now Sega is beefing it up to make one of the best-looking fighting games at the show. They really refined the graphics, although the game play is very much the same.

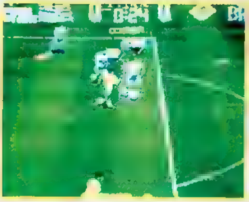


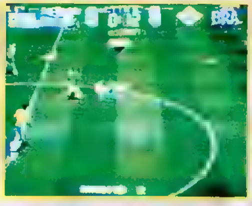


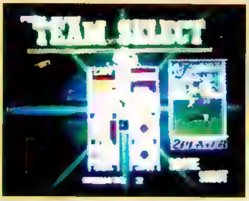




# V-GOAL SOCCER







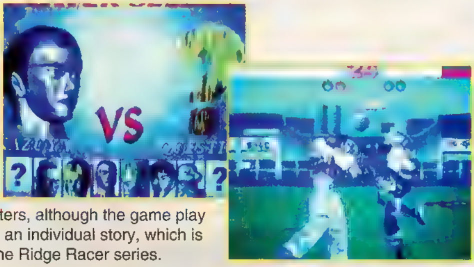
One of the few sports games at the show was a new soccer game from the makers of Cup and the upcoming Cup '94. The name is V-Goal and it is quite incredible for a soccer game. It has a ton of options, sliding, at least three types of kicks, and a "Special Play."

# RING
## SLAM MASTERS II
# DESTRUCTION

**Capcom's sequel to Slam Masters, a wrestling game from a while back, is now a fighting game, Street Fighter-style. All new characters plus the return of Haggar and the rest you know so well round out the wrestling/fighting action.**

* * *

# RAVE WAR



Namco is bringing out a fighting game that looks similar to Virtua Fighters, although the game play and overall feel stomps VR. The characters are all original, and all have an individual story, which is found out by beating the game. Namco used the same hardware from the Ridge Racer series.

* * *

# CRYSTAL LEGACY

Crystal Legacy is a brand-new fighting game for the Neo•Geo from Visco. It features eight characters who have been named "destructive deities" from all around the globe. The game has all the features you've come to expect from fighting games. Each character has his/her own technique, such as turning into animal deities, etc. You can also gain special magical power if you collect eight relics.

SPECIAL FEATURE!

# SAN ANTONIO
## AMOA EXPO '94

## MORTAL KOMBAT III

There will be an MK III and our sources have dug up some dirt on the one anticipated game that wasn't at any arcade show. We hear there are going to be four new characters and some old-timers, including the return of Sonya and Kano! The graphics are completely redone are are supposed to make MKII look primitive. The sound system is the DCS from MKII and the same play mechanics have been retained, however there is one more button!

## KILLER INSTINCT

All over the show was the infamous Ultra 64 title, Killer Instinct. The soon-to-be-famous fighter was William's/Midway's big release. This is the first fighting game that uses an internal hard drive to produce pictures of quality. It will really amaze you. Up to par with the graphics are the intense techno sound tracks and effects. Move over Mortal, a new level of fighting game awaits gamers!

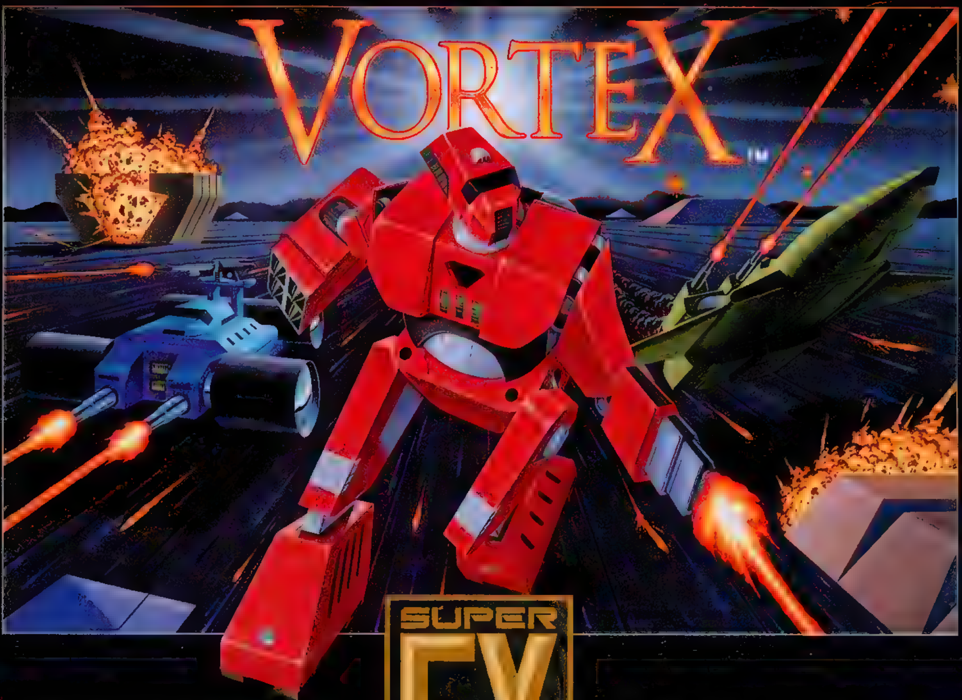
Xpanded coverage in EGM²

## AT THE SHOW....

**American Laser Games:** Fast Draw, The Last Bounty Hunter
**American Sammy:** Crazy Bowl, Dragonball Z, Manzinger, Gundam, Golf
**Atari:** T-MEK, Primal Rage
**Atlus:** Power Instinct 2
**Capcom:** Armored Warriors, Darkstalkers, Dungeons & Dragons, Alien vs. Predator
**Data East:** Tattoo Assassins, Street Slam, Locked & Loaded, Dream Soccer '94
**Fabtek:** Raiden DX, Power Instinct 2
**Jaleco:** F-1 Super Battle, Junior "Grand Prix" Star 2
**Konami:** Lethal Enforcers 2 Pirates, Soccer
**Midway:** Killer Instinct, Corvette, Hard Hat, Revolution X, Cruis'n USA
**Namco:** Ace Driver, Rave War, Gun Game
**Reality Concepts:** Virtual Reality
**Seta USA:** Twin Eagle
**Strata:** Pairs, Bloodstorm
**Sunsoft:** Shanghai 3, Punky Doodle, Virtual Battle
**Sega:** Wing War, Desert Tank, Daytona USA, Tickee Tickats, Virtua Cop, Sports Fishing
**SNK:** Samurai Shodown 2, King of Fighters '94
**Taito:** Darius 3, Operation Wolf, Global Champions, Bubble Symphony, Power Strike 2, Bust a Move
**Tecmo:** Cup '94, V Goal

AMOA

# ENTER THE WHIRLWIND



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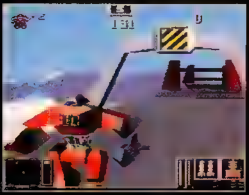
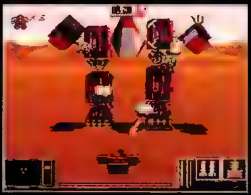
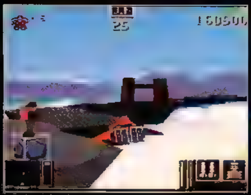
- Designed by Argonaut Software; the developers of the FX Chip and Star Fox.
- Morph into a powerful Walker, a sleek Sonic Jet, a speedy Landburner or a defensive Hard Shell.
- Attack with lasers, rockets, cannons, heat seeking missiles, and smart bombs.
- Explore the snowpacked wasteland of Cryston, Voltair, the mysterious world of trapped asteroids; the scorching desert world of Thermis and the volcanic world of Magmeno.
- Fight mechanical crabs, centipedes, kamikaze pilots and enormous bosses!
- Full 360 degree playfield rotation.
- Password feature included.
- Sizzling and sinister techno soundtracks!







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SUPER NINTENDO

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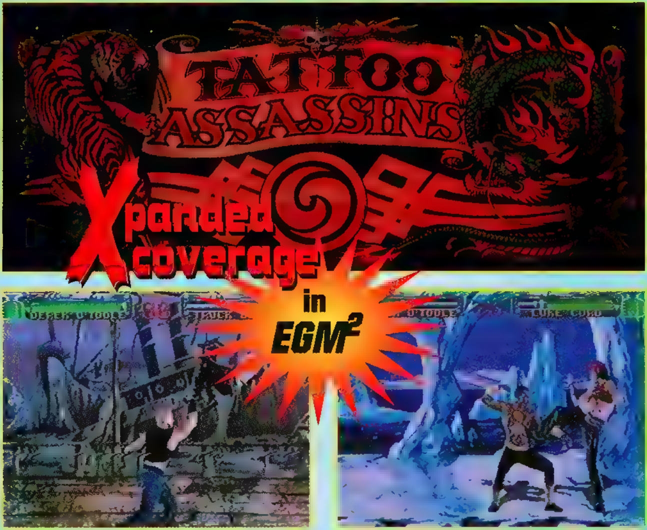
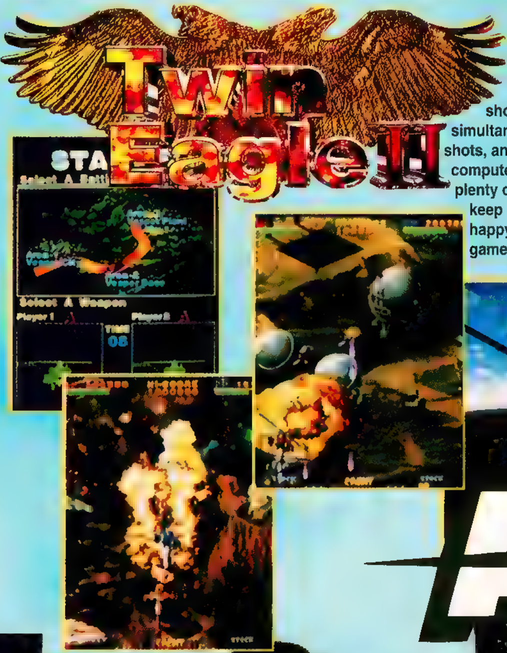

TATTOO ASSASSINS
Xpanded coverage
in EGM²

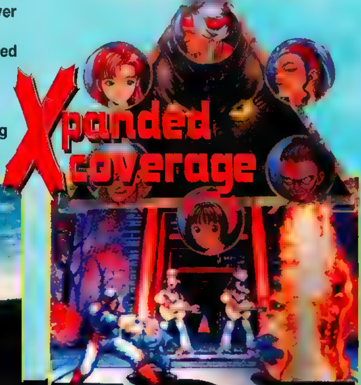
Mullah abba is calling you. He needs you to choose an assassin to do battle with Koldan the Conqueror. Recover the ancient Ink of Ghize that transforms tattoos into real objects for a brief moment when applied to humans.

Data East will launch a huge campaign for this fighting game filled with moves, secrets, and all-out, in-your-face action. Backed by some big names, look for a behind-the-screens follow-up in *EGM²*'s next issue. We'll bring you some exclusive pixs of the making of the game and more coverage of what this game has to offer.


Twin Eagle II
Select A Weapon
Player 1
Player 2
TIME 08

Seta showed off an interesting shooter on a long screen machine. This new shooter has two-player simultaneous play, trick shots, and specially digitized computer graphics. It has plenty of technique to keep shooter fans happy while the fighting game trend continues.

## POWER INSTINCT
## in the next *EGM²*


Xpanded coverage

## AMOA

Got Panic?
SEGA CD
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PANIC!
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MA-17
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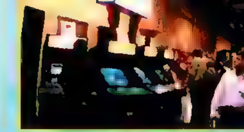
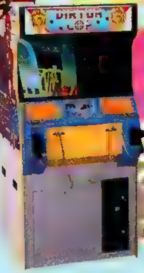
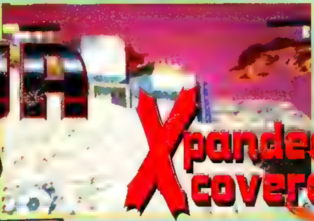
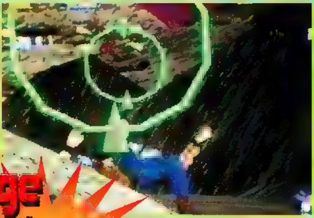
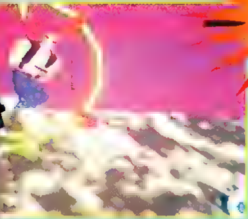
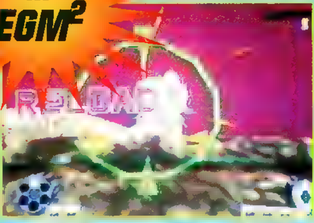


# VIRTUA COP

Sega is pushing the Virtua series in a big way with this mega-hit. An incredible game of shoot-'em-up featuring 32-Bit 3-D graphics, two-player simultaneous action, auto zoom in and out feature, lock-on-sight, and extremely authentic gun-fighting action. This game boasts high-speed visual response unlike any other shooter out there. Look for more coverage on this hot arcade game.

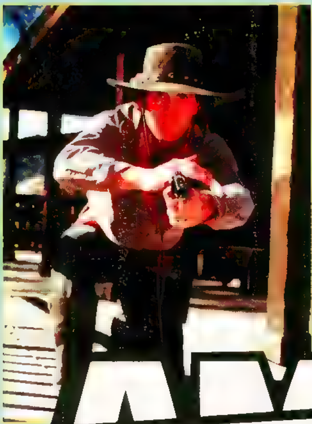
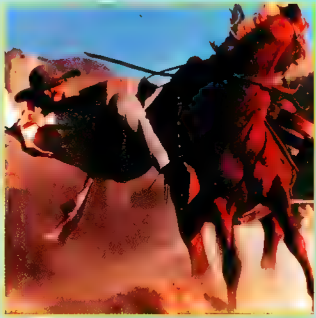


Xpanded coverage in EGM²

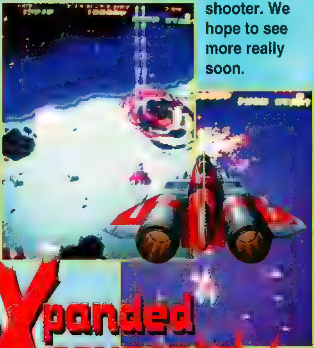
# FAST DRAW SHOWDOWN

Fast Draw is the first live-action game filmed in a vertical format to fit the 33" monitor you shoot at. See how fast your draw is in the showdown by American Laser Games.

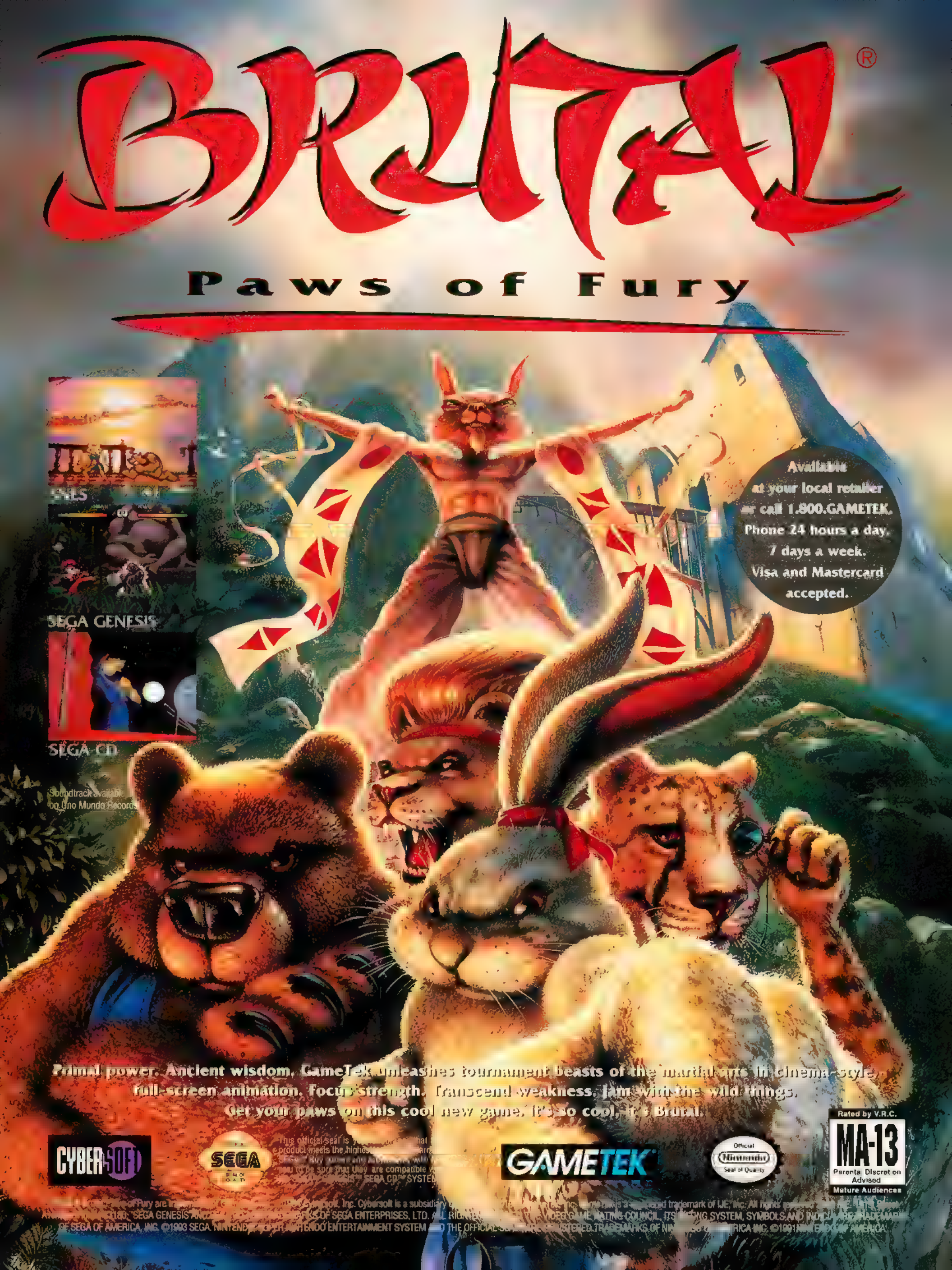
# RAIDEN DX

Fabtek puts forth a big effort in this cool shooter. We hope to see more really soon.



Xpanded coverage in EGM²

AMOA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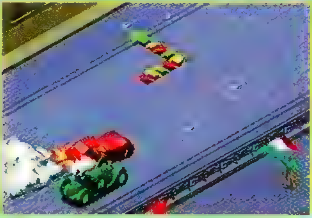
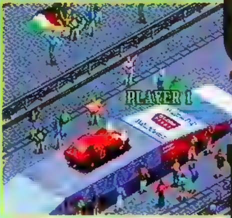
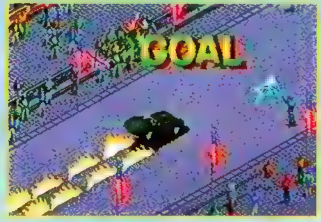
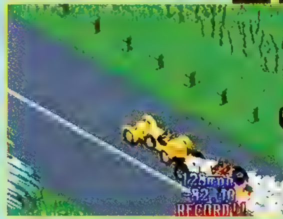
# GREAT 1000 MILE RALLY







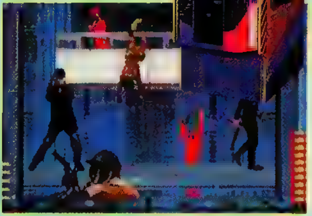


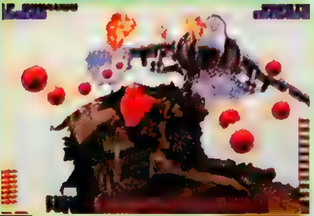
GREAT 1000 MILE RALLY

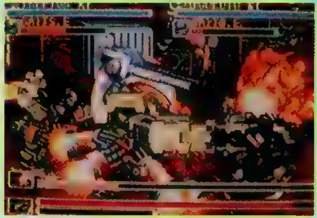
Choose from 12 classic cars on 12 tracks of twisting racing action. You must beat each track in 60 seconds in order to advance to the harder levels. Believe me, it will be challenging. There is a continue feature to choose from so you don't lose your standing. Smart idea!

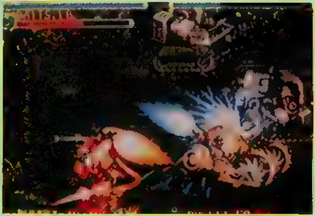
# OPERATION WOLF 3

Armed with a nuclear missile, a terrorist group holds the world for ransom. In Taito's blasting game, play either alone or with a friend. It's the super sequel shooter.









Take the controls of the supreme weapon of war! Alone or with a friend, you can choose from four different robot warriors. A great new addition to Capcom's arsenal of games, this is a Final Fight-type side-scroller where you control mechs and power them up to get the job done.

# ARMORED WARRIORS

# AMOA

# INTRODUCING VIVID3D. THE ULTIMATE IN GAME SOUND.

Get ready for the most realistic game adventure ever. The VIVID 3D™ sound enhancement system from NuReality transforms ordinary game sound into an amazing 3D sound experience. ✶ What does "3D sound" mean? It means game sounds come alive all around you. It means you feel like you're in the front row of a live concert. It means you'll never listen to your games the same way again. According to *Electronic Gaming Monthly* magazine, the VIVID 3D "redefines sound as we know it." ✶ The VIVID 3D is easy to hook up to any Nintendo, Sega or similar game system. You can also attach it to any computer equipped with a sound card. Thanks to award-winning* SRS (•)® sound enhancement technology, the VIVID 3D creates dynamic 3D sound from only 2 speakers. ✶ For a store near you, call NuReality at **800-501-8086**. Why just play games, when you can be there? ✶ NuReality, 2907 Daimler St.
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INNOVATIONS Consumer Electronics Show

* SRS (•) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993 © 1994 NuReality All rights reserved All product names are trademarks or registered trademarks of their respective holders. G3

**Robert Akers**
all Monitor/Law Society
plit by the Masked Muscle.

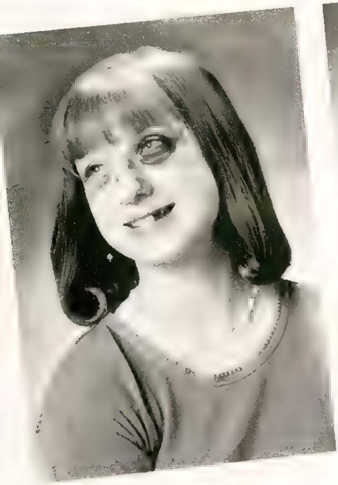
Fencing, Yearbook Staff
Bell rung by Piston Hurricane.

Young
Knocked out in First Round.

**Dan Baldino**
Varsity Basketball, Student Council
Knocked silly in Super Punch-Out.

**Kim Bandusky**
JV Basketball, Health Officer Helper
Face rearranged in Super Punch-Out.

**Joe Bardetti**
Varsity Football, German Club
Looked at Nick Bruiser the wrong way.



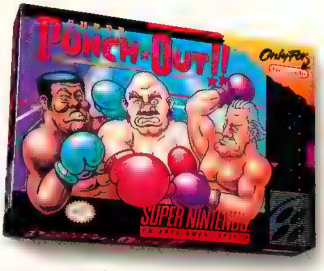
**Cheryl Berman**
Young Scholars of America, Junior Hawkette
Lasted 4 rounds in Super Punch-Out.

**Robert Carney**
Physics Club, Tomorrow's Farmers Society
Took on the Narcis Prince.

**Don Coyner**
Varsity Wrestling, Junior Librarian
Pummelled by Mr. Sandman.

# Introducing the Super Punch-Out Graduating Class of '94.

Now get in lots of fights after school without getting suspended.

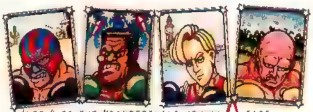


It's Super Punch-Out.® The **biggest Punch-Out ever,** featuring some of the biggest lowlifes ever.

They may look dumb. But these guys are big and in-your-face (no sissy side-view perspectives.) Even worse, they've each got their own dirty style you've gotta figure out before you can **kick their butts.**

*LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL. NOW LET'S HAVE A GOOD CLEAN FIGHT.*

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of **nasty shots** below the belt.



*JUST 4 OF THE NEANDERTHALS YOU'LL FACE. AND THEY JUST CALLED YOU A LITTLE MAGGOT.*

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the **snot** out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.

PLAY IT LOUD

Only For
SUPER NINTENDO

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# SPECIAL FEATURE!

$60 off
40 times faster than 16-bit
32,768 simultaneous colors
Full library of NEW 32-bit 32X games!

Get ready to go behind the wheel and find out what's driving Sega's big 32X system heading out this holiday season.

Sega is banking on the 32X to help them keep Nintendo and its big ape off of their backs, plus bring true 32-Bit arcade quality graphics home through your 32X adapter.

The unit plugs into the cartridge port of your Genesis, and instantly, your system will be accelerated to 32X gaming power.

The 32X will add to the horsepower already hidden within the Genesis and is 40 times faster than 16-Bit machines.

Two Hitachi 32-Bit Risc processors running at 23 mHz/40 MIPS will help deliver these arcade-quality graphics to you.

The 32X delivers 32,768 colors simultaneously with 4 Megs of RAM added to the Genesis and Sega CD.

The 32X is also able to overlay a plane of graphics over the Genesis video and has stereo, digital audio with programmable sample rates, and audio mixes with the Genesis sound. This makes the fighting scenes in Star Wars Arcade sound like you are piloting the X-Wing fighter in the heat of battle with Darth Vader and his evil troopers bearing down on you, their guns blazing.

Star Wars Arcade is a very cool translation of the arcade title of the same name. The graphics are excellent and the play is superb. But Star Wars Arcade isn't the only fabulous game being developed for the 32X. There are many other titles on the horizon.

We went behind closed doors, deep in the heart of Sega territory, and hooked up with the 32X developers for an exclusive, inside, behind-the-scenes look at what each game will look and play like. However, not all of the games are complete. Some of the projects are so secret we had to use all of our charms to get you this information. The top games at launch will be Doom, Virtua Racing Deluxe, and Star Wars Arcade.

Another awesome game is Cosmic Carnage, a fighting game in which armor-clad aliens fight it out. Gamers choose their armor which is knocked off as the fight progresses, making the fighters more vulnerable. This game looks very good and the playability is incredible.

Sega is already releasing the X-Factor and notifying gamers that there won't be a game packed in. This is disappointing, but the games will be worth waiting for.

Gamers who purchase the 32X this month when the machine lands on the store shelves will find six $10 coupons good toward the purchase of any of the first six available games.

In Europe, Sega has announced plans to pack in Virtua Racing Deluxe with their unit. Gamers in Europe will also be paying up to $100 more for the unit as it will ring in at the U.S. equivalent of $250. U.S. gamers will be able to pick up the unit for $160.

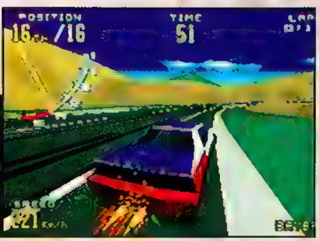
Following the recent Sega Summit, a meeting with key retailers and Sega of America licensees, 25 software publishers signed on to publish software for the new arcade system.

All and all, the 32X and its games will be giving other systems a challenge.

## COMPANIES GETTING ON THE 32X BANDWAGON

**Absolute, American Softworks, American Technos, Capcom, Crystal Dynamics, Domark Software Inc, GameTek, Core Design Inc, Capitol Multimedia, Atlus Software, Accolade, Activision, Hi Tech Entertainment, Acclaim, Konami, Sunsoft, Playmates Interactive, Interplay, Software Toolworks, Takara, Virgin, Vic Tokai, Twentieth Century Fox, Rocket Science Games, and Time Warner Interactive**

SEGA



# Change the way you play.

*And you won't believe what it does to your Sega Genesis.*

**GENESIS 32X** is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

**GENESIS 32X**

WELCOME TO THE NEXT LEVEL™

SEGA

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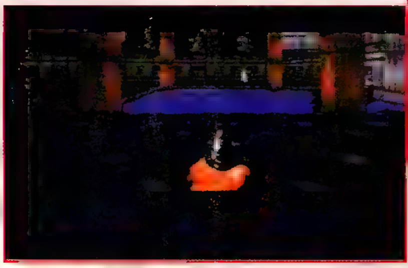
SPECIAL FEATURE!

# DOOM

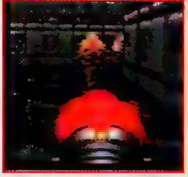
You are a combat trained Marine stationed on Phobeus. There was an accident and a gateway to hell was formed. Some of the people stationed on Phobeus went insane. The rest were slaughtered—all but you. Now it's just you, hundreds of insane humans, and a herd of hellish creatures. Good luck, because you'll need it! Don't worry too much—you can whomp everything on the screen. Sega is releasing Doom for its new 32X upgrade the Genesis in November. This will be the first 32X game released with the rating M, which stands for Mature Gamers Ages 17 and Up. Doom is a great translation from the original PC format, plus it has some differences, such as a few of the maps have been changed, and you will be glad to know the game has not been "sanitized" at all. Look for it in November. It's the ultimate gamer's game!

## Experience the Wonder of Doom!

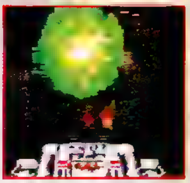


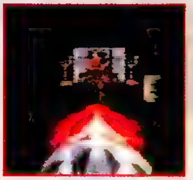
Welcome to the best shoot-'em-up game since Wolfenstein 3D. Play as a Marines on the planet Phobeus.

An experiment went wrong and everyone except you went insane, not to mention the gateway to hell was opened up. Now you must kill everything you see—human, hell spawn, and floating heads alike. You don't have to discriminate, just blast everything and have fun doing it. Watch out, though or you'll end up dead!



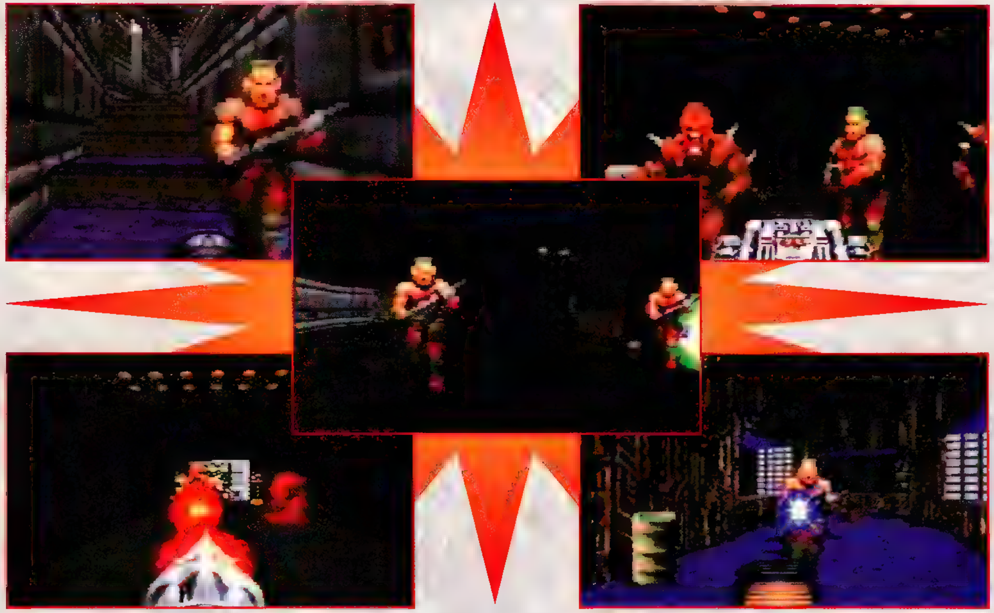
So you want to know about the weapons eh? Well let me tell you about the weapons. First you start out with a 9mm, then you get a shotgun. Next comes the chain gun which really kicks butt. A rocket launcher will be your next grab. You then get a plasma rifle that toasts the opponents.



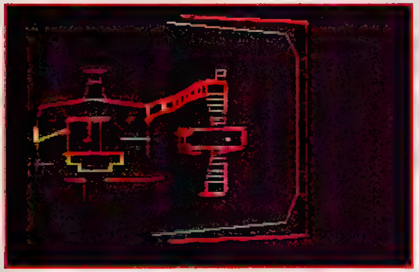


Finally the grandaddy of them all—the BFG 9000. I'll let you guess what that stands for.

# Check Out This Awesome Action



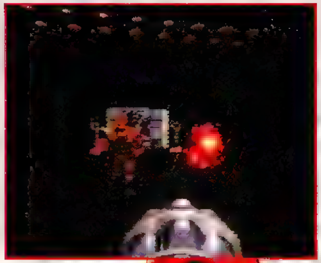
All the action and enemies you loved from the original PC game are accurately represented here in the 32X version. So watch out or you'll find your brain splattered against the wall.

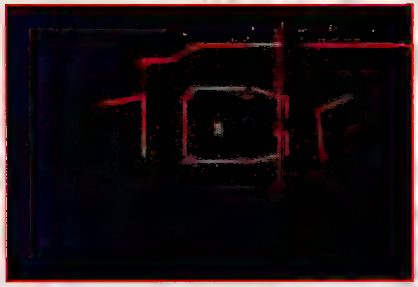


You have a helpful Map Option that allows you to see where you have been and find the many secret rooms throughout the levels of Doom. Use this option wisely and it will serve you well.

## Barrels Explode!

Watch out! When you shoot a barrel it will blow up. This becomes very helpful when your enemies are huddled around it. Be careful, though. If you are too close, the shrapnel that hits the enemies can also cause you some damage!





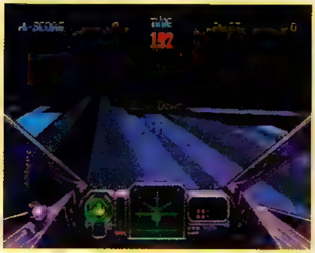
SPECIAL FEATURE!

# STAR WARS™ ARCADE

## LEVEL 1

One of the most highly anticipated titles of the year, next to Mortal Kombat II, is Star Wars Arcade for the 32X—a direct translation of the arcade game with a few subtle changes. Gamers can expect to be taken on a voyage through the gaming stars and onto another plateau of playability. Very seldom seen in a home gaming system, the vivid colors and the capabilities of the 32X are tested to the max. The scenario has been set—Rebel spaceships striking from a hidden base have won their first victory over the evil Galactic Empire.

During the battle, Rebel spies manage to steal secret plans of the Empire's ultimate weapon, the Death Star, an armored space station with enough power to destroy an entire planet. Pursued by the Empire's sinister agents, Princess Leia races home aboard her starship, hiding the stolen plans that can restore freedom to the Galaxy. It's all up you, using the Force, to get the job done.

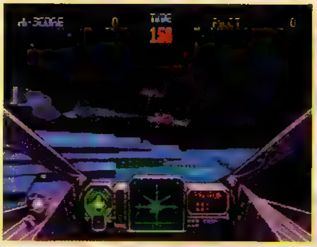


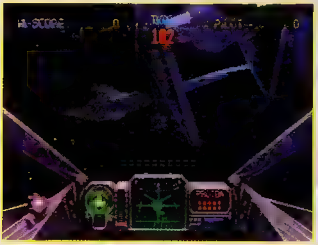
Your Star Wars odyssey begins in Stage One and the object of this level is to dogfight with TIE Fighters. Destroy 20 TIE Fighters without getting blown away.

You have protective shields, but you also have a time limit. There are two perspectives you can engage the TIE Fighters from, a first-person or a first-person removed view. The TIEs come hard and fast and you'll need some quick work on the controller as well as the use of the Force to get the job done.

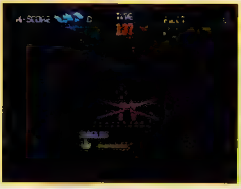
In the second level, your mission is to fly into the destroyer and blow up its engines—not an easy feat for any Jedi Knight. Along the way you'll face gun implacements, moving tunnels, and the infamous Admiral Akbar will be calling the shots and giving you direction.

In Stage Three, you will face part one of the Death Star. It's a sublevel in your quest to reach the Death Star itself.

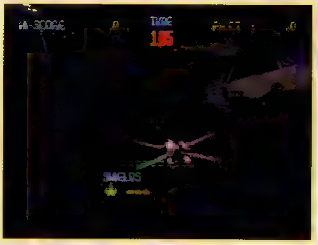


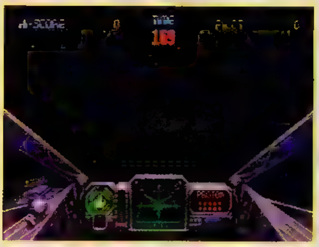


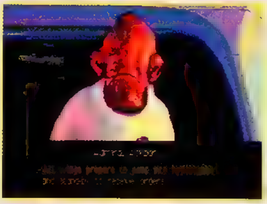
In the Death Star part two, you take on the infamous Death Star trench enroute to your ultimate target. You'll really need the Force and a well-placed photon torpedo from your arsenal to blow up the big ship and the guns.



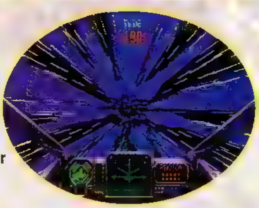
Watch for the gates in the final level, they come up fast. It's hard to get by them all in one piece. The game has four levels with two sublevels in each. The ending isn't set yet, but they gave us some inside scoops and it looks great.



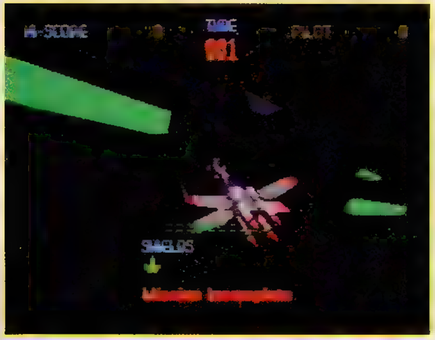




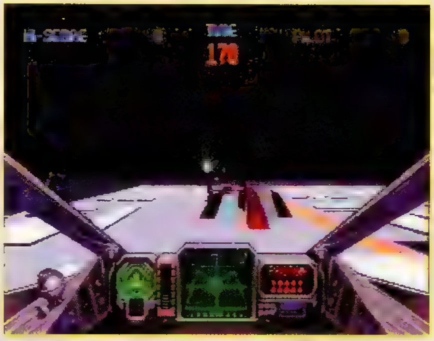
Admiral Akbar tells you to make the jump into hyperspace. On your way, he gives you mission orders and tells you your final objective in the mission.

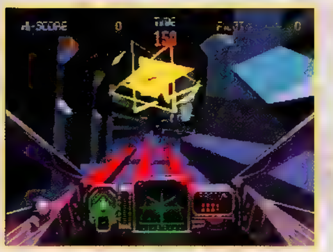


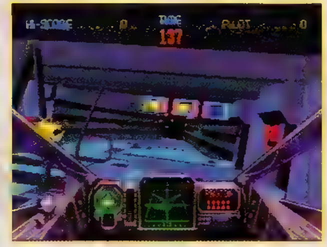
# LEVEL 3—FEEL THE FORCE

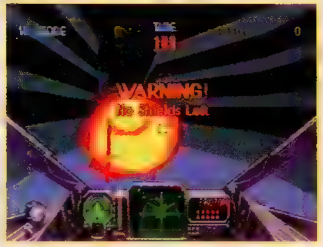

HI-SCORE
TIME
PILOT
SHIELDS

Good, fast-paced action will have Star Wars fanatics in their glory when they get their hands on this game, Sega's flagship 32X title. The game features Q-sound and displays 32,768 colors. The graphics are visually stunning.

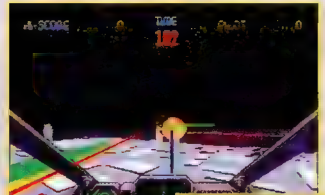

HI-SCORE
TIME
178
PILOT

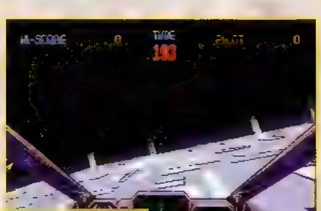

HI-SCORE
0
TIME
150
PILOT
0

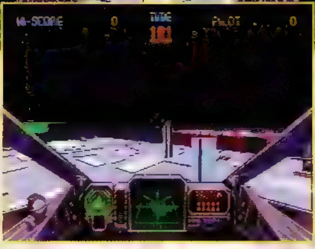

HI-SCORE
0
TIME
137
PILOT
0


HI-SCORE
TIME
0
WARNING!
No Shields Left

# LEVEL 4

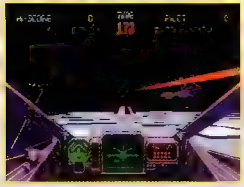

HI-SCORE
0
TIME
102
PILOT
0


HI-SCORE
0
TIME
103
PILOT
0


HI-SCORE
0
TIME
101
PILOT
0

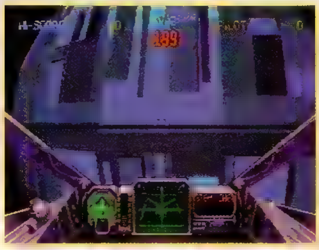
Stay on target and hope the Force is with you as you watch the control panel from two different views. Blow away 20 TIE Fighters and you'll move on to the next exciting stage.

Watch the radar to see when the TIE Fighters come into view. Line them up in the crosshairs and blast them out of the gaming sky. Shooter fans will have a blast in this awesome level.

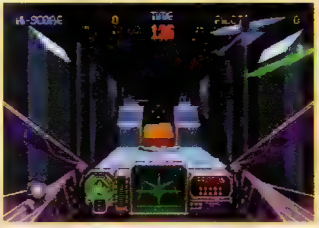

HI-SCORE
0
TIME
173
PILOT
0

This game has a very realistic look and feel to it. It does the movies justice. This game is definitely going to be a winner and it has all of the makings to become a thrilling adventure.

# DEATH STAR


HI-SCORE
0
TIME
189
PILOT
0

There are two parts to the Death Star Level and it's not an easy chore to put one down the big hole and blow the concrete jungle into a million pieces. It will take some quick thinking and a lot of the Force to get to the ending of this classic 32X game


HI-SCORE
0
TIME
126
PILOT
0

Fuzzy Blue Rats
CAN'T
Skateboard

Overgrown Housecats
CAN'T
Hang Glide

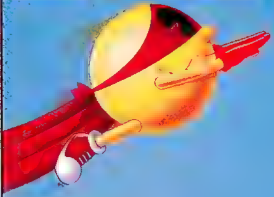
Dirty Worms
CAN'T
Whistle

Mere Mortals
CAN'T
Become Super Heroes

Big Hairy Apes
CAN'T
Think For Themselves

# PAC
C

There's tons of killer stuff Pac-Man can do that others can't. He can thrash on his skateboard, shred clouds with his glider, even "SHAZAMM!" himself into Super Pac-

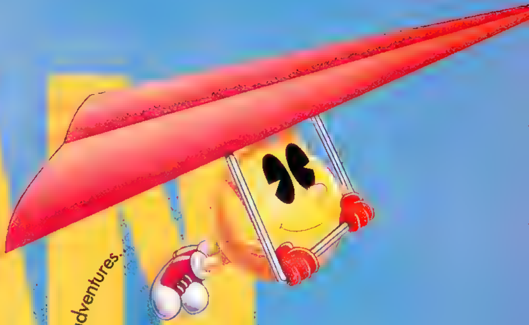


"This Super Hero gig is harder than it looks."

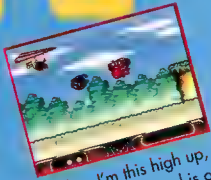
"Don't make me angry... You won't like me when I'm angry."

After all, you wouldn't want Pac-Man to get crushed like some spandex-sporti

**$5 Coupon for Aladdin's Castle℠ or CyberStation® inside every Pac-Man 2 Package**



o it all...without your help. Uh, kinda. Unlike those one-ply characters, Pac-Man performs all his own stunts—this dude can freestyle with the best of them! But sometimes he needs a reality check. It's your duty to hang with Pac-Man through all his adventures.



"When I'm this high up, the last thing I need is one more ghastly ghost."

"Hey, I've got places to go, people to see—I won't wait while you decide what button to press!"

"You can even play the game that made me the world's first video game super hero! (I don't have a big head, do I?)"

GENESIS
PAC-MAN 2
THE NEW ADVENTURES

Get Pac-Man 2: Where every game is an adventure.

# PAC-MAN 2

## THE NEW ADVENTURES™

GENESIS namco SUPER NINTENDO

The Game Creator

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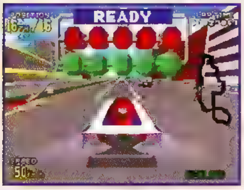
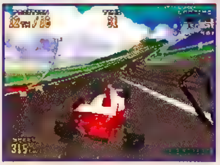
## SPECIAL FEATURE!

SEGA SPORTS

# VIRTUA RACING DELUXE

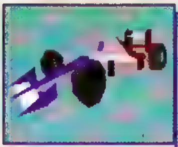

READY
POSITION 16th/16
SPEED 50



Your suspension really takes a pounding when sparks start flying!

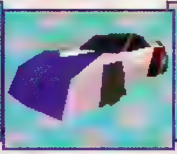
## CHOOSE THE CAR STYLE THAT FITS YOU!

### FORMULA



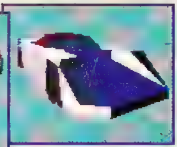
A truly fast and dangerous machine!

### STOCK



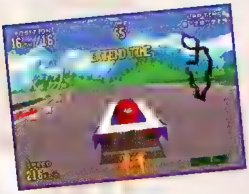
No more bugs in your face with this baby!

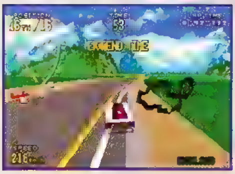
### PROTOTYPE

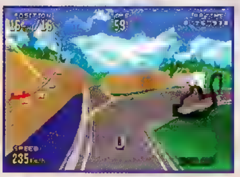


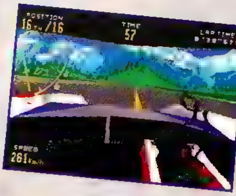
Race this untested car at your own risk!

## FOUR DIFFERENT VIEWS TO CHOOSE FROM!


POSITION 16th/16
55
EXTEND TIME
SPEED 218

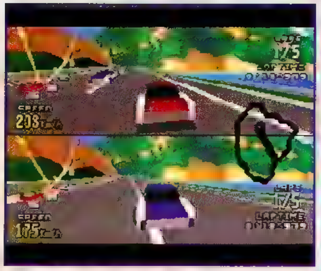

POSITION 16th/16
53
EXTEND TIME
SPEED 218

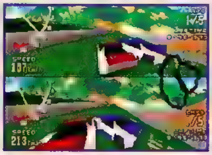

POSITION 16th/16
59
SPEED 235

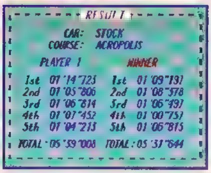

POSITION 16th/16
TIME 57
LAP TIME
SPEED 261

Just like in the original Genesis version, players one and two can choose up to four different racing views during the race! The multiple views range from a behind-the-wheel perspective, to that of an aerial shot from a blimp! This great feature has also started to pop in a few other racing game such as Sega's arcade masterpiece, Daytona USA, and a new game from Electronic Arts called the Need for Speed. Just be sure you don't change views during a sharp turn!

## TWO-PLAYER V.R. FUN!


1/5
SPEED 203
SPEED 175


SPEED 197
SPEED 213



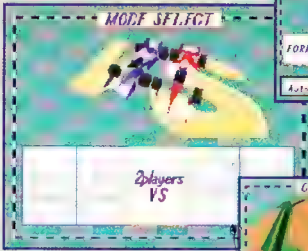
RESULT

CAR: STOCK
COURSE: ACROPOLIS

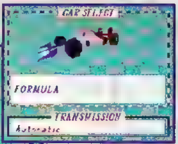
| PLAYER 1 | | WINNER | |
|---|---|---|---|
| 1st | 01'14"723 | 1st | 01'09"191 |
| 2nd | 01'05"806 | 2nd | 01'08"578 |
| 3rd | 01'06"814 | 3rd | 01'06"491 |
| 4th | 01'07"452 | 4th | 01'00"751 |
| 5th | 01'04"213 | 5th | 01'06"815 |
| TOTAL | 05'59"008 | TOTAL | 05'31"644 |

This is one racing game where the two player split-screen view works surprisingly well! The animation of the background is smooth and adds realism!

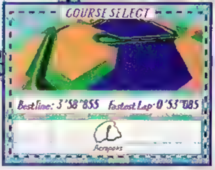
## CUSTOMIZE YOUR RACE!


MODE SELECT
2players VS

Not only can you play against the computer or a friend, but you can check your records and trophies as well!


CAR SELECT
FORMULA
TRANSMISSION
Automatic

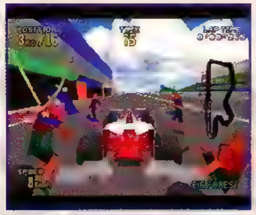
Choose an auto or manual transmission!


COURSE SELECT
Acropolis

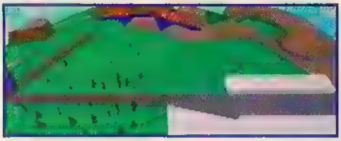
Best line: 3'58"855 Fastest Lap: 0'53"085

# THE BIG FOREST

C.P.
SPEED
BIG FOREST



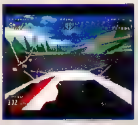
The indy car starts you off in the pit area!



The scenery for this stage is very beautiful and distracts from the actual game itself!

Be careful when you change the playing views!

The blimp view spreads the whole track out before you!



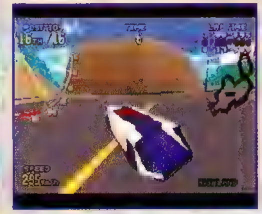
# THE HIGHLAND

The Highland Stage takes you through in the city and more!

Watch through the in-car camera angle!

POSITION
16TH/16
TIME
48
LAP TIME
C.P.
SPEED
235

POSITION
16TH/16
TIME
44
LAP TIME
SPEED
261



Yeesh! Time for a change of tires!

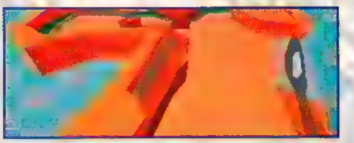
Blow 'em away in the tunnels!

RESULT 16th

# THE SAND PARK

16TH/16
66
SPEED
268
SAND PARK

Beautiful scenery is around every turn!



Hair-pin and heavily banked turns fill this entire course. Keep your eyes on the road!

Whoa! Keep that beast on the road, man!

EXTEND TIME

Hit the checkpoint for extra time!

SPECIAL FEATURE!

# COSMIC CARNAGE

A futuristic Street Fighter-type clash has erupted on the 32X in outer space. Choose from one of eight characters, including four aliens.

The enemies fight it out in armored suits. In order to defeat your opponent, knock all of the high-tech armor plating from your opponent's body.

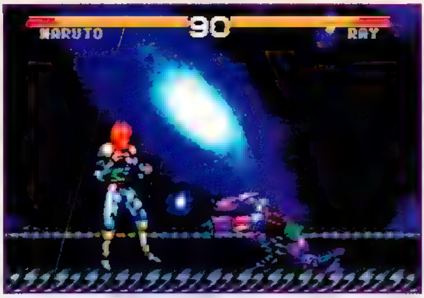
Extreme 3-D action is delivered to you as the camera zooms in and out as you fight it out with alien invaders.

Light years away, in an unchartered star system, an incident of epic proportions has occurred.

The banished crew of an intergalactic prison barge enroute to a celestial mine has overpowered their captors.

During their rebellious assault, most of the ship's controls and life-support systems were severely damaged.

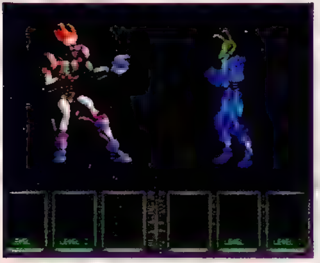
For days, the barge drifted through space. The renegade crew realized that their only hope was to hijack another ship. They activated a distress beacon, and managed to lure a military cruiser within the reach of their ship. The renegades then smashed into the starboard side of the unsuspecting military cruiser then boarded it. What the renegades did not anticipate was the tremendous impact destroying all but one of the escape pods had. Now, the four survivors of each ship must fight for their only chance at salvation—the last escape pod. Carnage begins in a big way on the 32X and this game is very good.

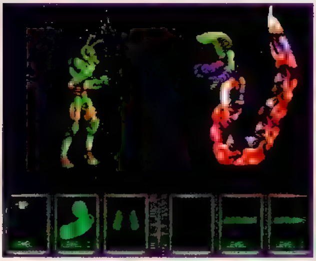


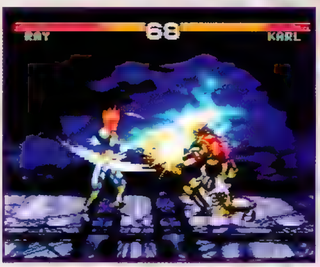
The large alien characters, not yet named when we previewed of the game, had the names of the developers for the time being. However, the graphics were incredible. The game was only 80 percent complete. The scaling feature of the 32X is featured throughout this game.

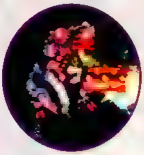
As you move away from your opponent, the camera angle changes and zooms out to give you a wide view of the fighting area. There are also some secret characters in the game. They won't tell how many, but from the smiles on their faces, there is more than one. We'll make them smile again when this game is done and encourage them to give us all the secret moves and hidden characters.

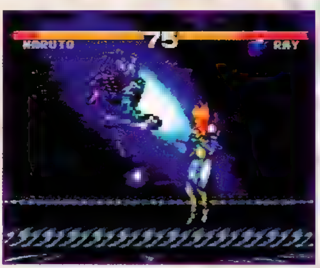
This is the one game that will have fighting fans fighting it out for the last copy in the aisles of their favorite stores.



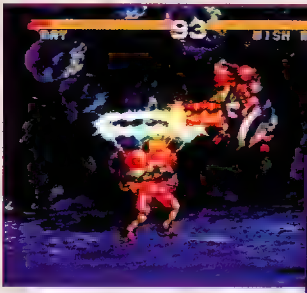


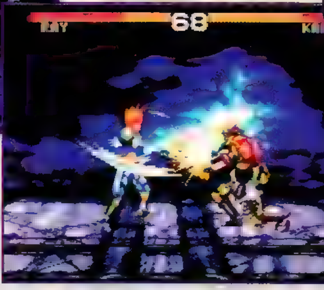






# GO FOR THE THROAT


RAY
93
WISH BONE

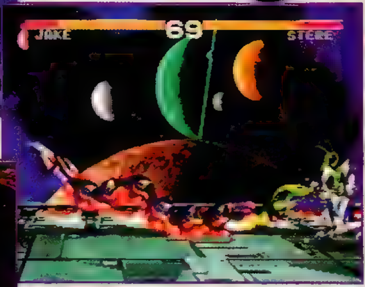


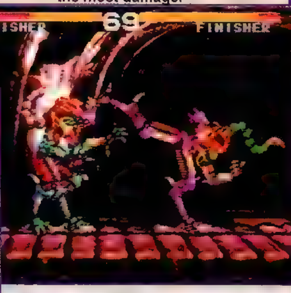
Position your attacks to do the most damage.

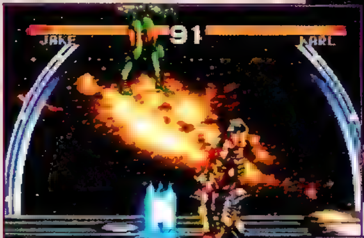
Some of the characters have special moves, but they weren't all there when we viewed the game.

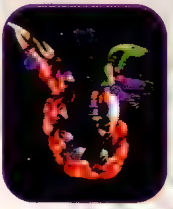
One of the last features to be added to Cosmic Carnage will be the secret moves and special attacks each of the aliens and the members of your team will have.

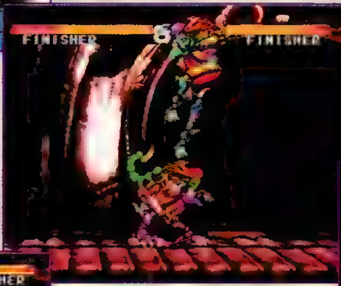
Some quick work on the control pad and a six button pad will be your best bet to put the boots to your foes.


JAKE
69
STEVE


FINISHER
69
FINISHER

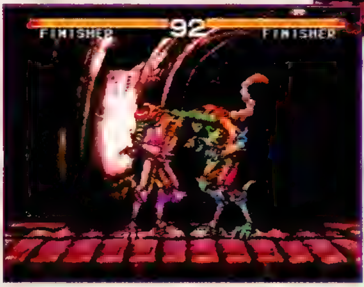

JAKE
91
KARL

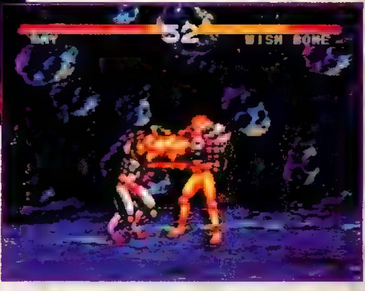



FINISHER
6
FINISHER

Deck out your favorite character in the finest armor available in the galaxy and hope your opponent doesn't knock it off of you. If he does you may be floating around in cyberspace for eternity.

One character on the bad guy's side is serpent-like. Watch out for his tail that has a deadly blow.


FINISHER
92
FINISHER


RAY
52
WISH BONE

The Big Fist is one of the special attacks gamers will find very cool. Apart from the scaling and rotation, the eerie stereo sound keeps you on the edge of your seat.

# METAL HEAD TAKES TO THE 32X STREET

In Metal Head for the 32X, the Sega Genesis and the 32X tag team to create great graphics and good quality Q-sound capabilities never before heard from a home system.

The robots have been texture mapped and the first-person perspective view has been added.

Different views from inside the cockpit will be included and you'll be able to pull back and have an over-the-shoulder view. In the version we saw, there was a view from beneath the vehicle looking up. But that view didn't get to see the light of day in the finished version of the game.

The different views give the game a three-dimensional feel as you play.

A lot of the bells and whistles weren't in the game when we saw it and a lot of the music still had to be added. But the music samples and the sound effects that were included in the version we saw were deadly. When we visited Sega, the game was only 40 percent complete. It's not even scheduled to come out until late January or early February 1995.

The plot of the game is fairly straightforward. An enemy nation has invaded the Earth. You must use tanks and mechanized vehicles to scour the many levels of the game trying to corner them and toss their metal carcasses out of the country.

It's more fun to blow them into particle dust in a sea of color, right before your eyes. It saves you a lot of running around and it's a challenge. For gamers who enjoy a high-rise view of the playing, this game takes advantage of the 32X's 50,000-polygons-per-second processing speed.

Metal Head also takes full advantage of the Q-sound capabilities of the unit.

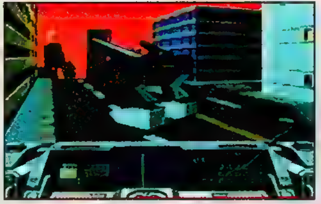
# METAL HEAD

The graphics are state-of-the-art and the two Hitachi 32-Bit processors located deep within the 32X are smoking on this game in a big way.

All of the 32,768 colors are used in the segments we saw, the backgrounds jump out at you, and the lines in the road appear as though they're 3-D.

When you come across the enemies, the sounds of the bounding footsteps echo around you on all sides.

Once completed, this game will provide avid mech fans with the gaming metal they have been waiting for in a home console video game.



TEST YOUR GAMING METAL WITH THIS 32X BLASTER

Sega has brought out their big programming guns and put all they have into making this system smoke.

In the presentation there was very little smoke and mirrors, just a one-on-one with the programmers playing the games and asking questions.

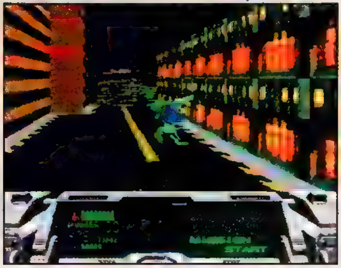
No elaborate presentations, no one in suits sitting around blowing smoke and throwing around adjectives, just the facts were on hand and you can judge for yourselves. The 32X turns the corner on arcade-style game play. The scaling and rotation segments in this game show off the capabilities of the 32X.

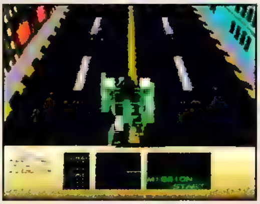
Gamers will have to remember that this is the first generation of games for the unit and that other developers like Acclaim, Capcom, and some of the bigger names in video games have signed on to make arcade-quality games for the 32X.

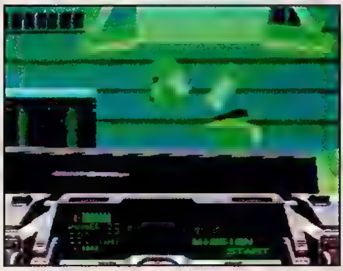
Sega developers are just learning the capabilities of the 32X and the sky is the limit according to the programmers.

The twin processors of the 32X will give game developers the processing speed that they've always wanted. Add the color ability and the sounds and you don't only have a game that looks and sounds good, but you've got a game that plays as fast and as smooth as an arcade game, Sega officials commented during our recent stop over to see their 32X titles in action.

Many of gaming's top dogs have been



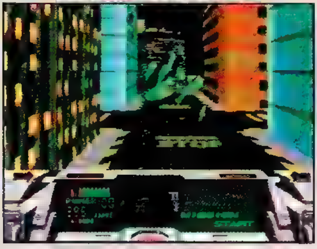




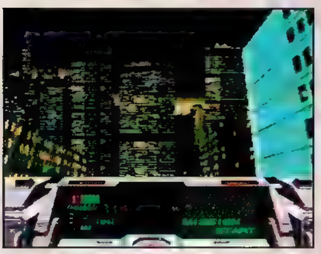
attracted to the 32X for a number of reasons. They're confident of the unit's processing speed and its potential.

Making games for the 32X will give the developers practice in making games for the twin Hitachi SH-2 processors. The processors aren't just in the 32X, but they are also included in the Saturn. Making games like Metal Head will give them the programming experience they need to make great games for both the Saturn and the 32X gaming systems. In Metal Heads you tower above the streets trying to rid your country of alien invaders. You have control panels in front of you and can choose from a variety of weapons to put the big hurt on those oversized trespassers. Sega's trying to do the same.

## IT'S TIME TO KICK SOME METAL!



Once enemies are in your sights, squeeze off a burst of bullets to finish 'em off.



Take a good look at the detailed city. The power of 32X shines brightly.

HEY, LISTEN UP!

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STD

has a new name...

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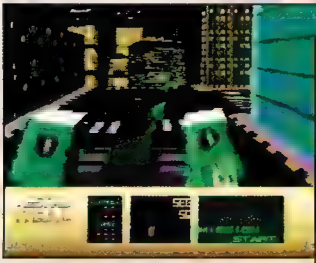
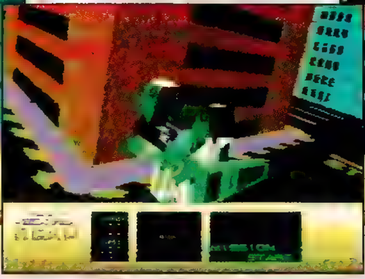
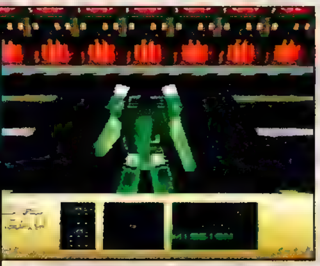


A bird's-eye view of the streets lets you see when when it's time to start blasting.





Multiple perspectives give you the ability to look at everything, anytime.

**SPECIAL FEATURE!**

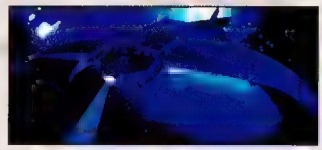
# SEGA'S 32X X-PLOSION

Sega's on fire and the best 32X coverage on the planet has sizzled onto the pages of this month's *EGM*.

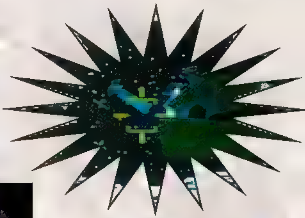
But don't stick a fork in our 32X coverage just yet. We've been scouring the planet for 32X tidbits and we've got the goods. Some of the games pictured here may never see the light of day in the U.S. Super Afterburner and Super Space Harrier 32X, the vivid colors and big end-Bosses complete with huge explosions, would make it a natural for the 32X. Sega doesn't think they will be bringing it out over here. Yet, there is a possibility it will be released in Europe and Japan.

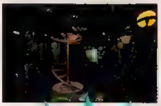
Here's a list of titles that will be available for the 32X from Sega: Doom, Virtua Racing Deluxe, and Star Wars Arcade were launched with the system. Cosmic Carnage (an alien fighting game), Metal Head, Motocross Championship, and Golf Magazine Presents 36 Great Holes Starring Fred Couples will be out in December along with the 32X CD version of Midnight Raiders. The Fahrenheit 32X Sega CD fire fighting game will be released in January.

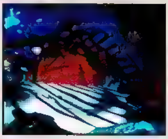
Among the other titles being worked on for the 32X are: Surgical Strike due out in February, Wraith Squadron, Tempo, College Basketball, Stellar Assault, Wirehead 32X CD, and a Sonic adventure could be in the offering. Sega isn't saying either way, but think about it.



Shadow of Atlantis shines on the 32X.

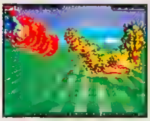






Stellar Assault has no set release date yet.

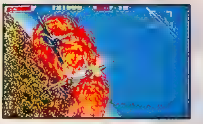
Super Space Harrier explodes!



Fred Couples Golf is due for Christmas.

SPACE HARRIER

STAGE 1
MOOT



Super Afterburner 32X

ECCO
THE DOLPHIN

**Ecco might not even ride Sega's big 32X gaming wave.**

**CPU:** Two Hitachi 32-Bit RISC Processors running at 23 mHz/40 MIPS, CO-Processing: Genesis 68000 and a new VDP

**Graphics:** High Speed Risc processors and dual buffers allow rendering of 50,000 Polygons per second; texture mapping; hardware scaling and rotation

**COLORS:** 32,768 simultaneous

**MEMORY:** 4 Megabits of RAM in addition to the Genesis and Sega CD. The 32X has stereo, digital audio mixed with the Genesis sound.

EXTREMELY HOT PRODUCT
32X

# Aero The Acro-Bat™ 2

# Get It Through Your Skull!

IT'S A WHOLE NEW GAME!

**Aero The Acro-Bat™ 2**

4920
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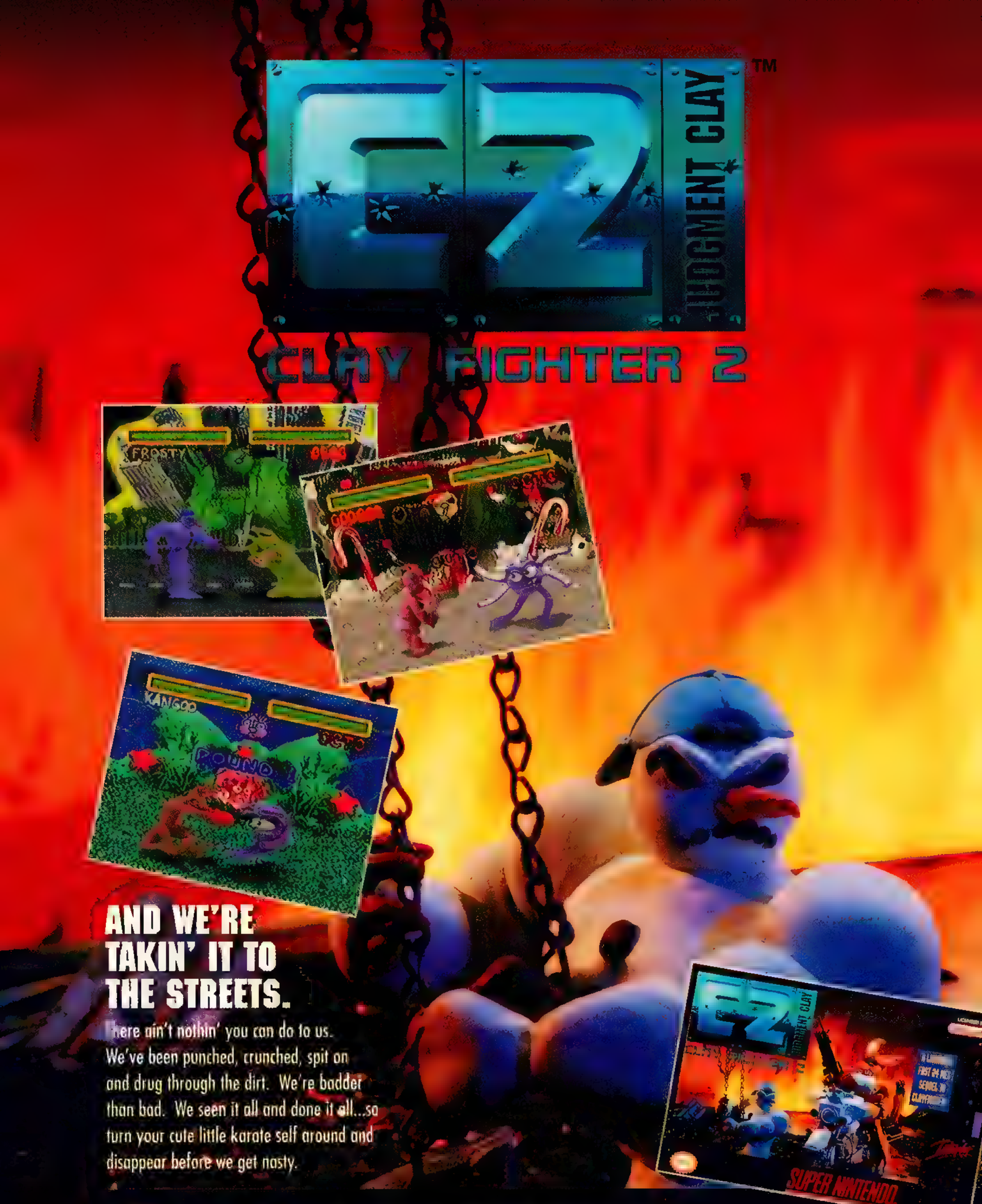
C2 JUDGMENT CLAY™
CLAY FIGHTER 2
FROSTY
KANGOO
OCTO
POUND
SUPER NINTENDO

## AND WE'RE TAKIN' IT TO THE STREETS.

There ain't nothin' you can do to us. We've been punched, crunched, spit on and drug through the dirt. We're badder than bad. We seen it all and done it all...so turn your cute little karate self around and disappear before we get nasty.

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# TEAM EGM

## A FEW KEEPERS THIS MONTH IN THE *EGM* GAMING WATERS

Time to drop a line in the gaming waters and see if we can haul in a few big ones this month as the Iceman and I go fishing. We'll take a look at some very cool fishing games and other sports titles.

There are a lot of big fish prowling the sports game waters this month and the grandaddy of all fishing games, Super Black Bass, has a sequel.

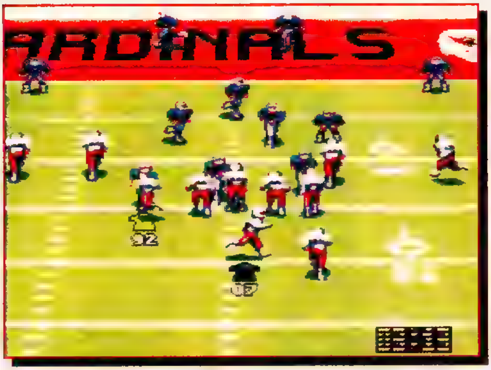
Bassin's Black Bass is all its predecessor was and more—it's a keeper.

We also hit the ice with a sweet game called EA Sports NHL Hockey '95. Don't think winning the scoring title will be easy. The goalies are harder to beat and the defenses are rock solid.

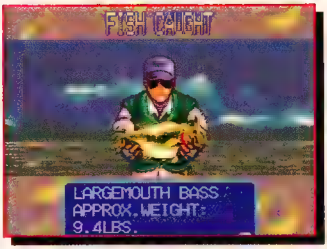
Not much news falling off of the gaming grapevine, however developers are working on a 3-D hockey game for the Sony PlayStation. The ink isn't dry on the contract just yet, so we have to keep a lid on it till the deal is done.

Although the World Series is history, one rather large first baseman is hurting to get his name on a baseball cart. A big name company is working on getting the rights to the Big Hurt Baseball product.

Football is in the air and Acclaim is heading out to the gaming gridiron hoping to put the boots to Madden.



**Acclaim's Quarterback Club may put the squeeze on Madden. They're calling it the Madden Killer and it may do the job.**

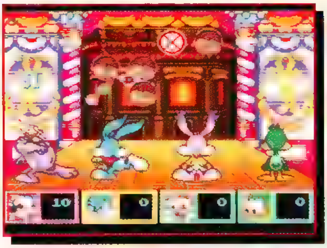


## GO DEEP INTO THE END ZONE WITH ACCLAIM'S QB CLUB

QB Club is three games in one thriller, with its large player animations and a number of custom features that allow you to customize a super quarterback. You can put yourself in as the quarterback of the game.

For the little tadpoles, we also take a look at Konami's Tiny Toons: Wacky Sports. This game is a real hoot.

The Team EGM boat is full to the brim with top-notch gaming goodies that are sure to float your gaming boat.



With more accurate reviews and other gaming news, Iceman and I are going head-to-head to learn all the shots to make your sports gaming time a hit. The Iceman and I have been catching some big ones in the many lakes of Hot-B's Bassin's Black Bass. If you love this game, you'll definitely want to add it to your gaming tackle box.

Get ready to take a trip through the best sports pages in gaming as the Iceman and I act as your tour guides. Traveling through dark waters, we guide the Team EGM gaming boat into new gaming territories. Hold on tight, its gonna be a wild ride!

Now here's a man who'd rather be ice fishing or doing snow angels on an outdoor pond.

He needs no formal introduction, that's how cool he is. I now bring you the king of cool and my Team EGM gaming sports partner, the one, the only, Ice Cube's older brother ... The Iceman.

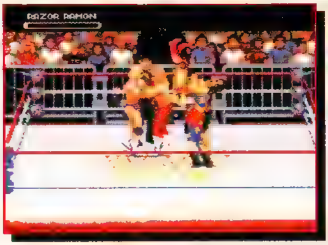
Hello sports fans! Welcome to another addition of Team EGM. As you'll notice in the last issue and in this one, I've been getting a lot of trash from the Video Cowboy about how he's beating me at these games lately. Well, the reason that I am not trying very hard to beat him is that I don't want to ruin his confidence. He's good, but he can't even touch this Iceman. So, for you fans who have been keeping up with the competition in the office, you now know who's the cool sports guru in the *EGM* office. Now, lets get down to the dirty stuff.

As my sidekick pointed out, we will be previewing and reviewing the latest, most exciting sports game releases of the near future.

Check out Acclaim's WWF RAW for the Super NES and for the Genesis. This wrestling game is full of devastating moves that will rock your TV set!

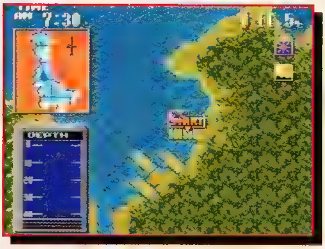
Take a peek at the latest pics on Sega's NFL '95 that has many more options than last year's version.

These are just a few games that we've previewed. Cowboy and I are at your service to give you the latest sports games and hottest information around. So let's cut out the small talk and jump right into the sports games. I'm history!



# BASS TOURNAMENT OF CHAMPIONS

**MANUFACTURER**
ASC
**CARTRIDGE SIZE**
[illegible]
**RELEASE DATE**
** ?????? **
**# OF PLAYERS**
1


TIME
AM 7:30
DEPTH
START

In the Free Fishing Mode choose from one of six lakes in this classic fishing cart.

## CATCH A BIG ONE AND WIN CASH FOR THE TOP CATCH

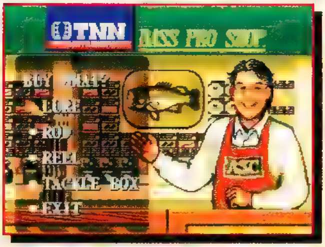
Grab a chair and hold onto your tackle box as we tune into TNN Bass Tournament of Champions.

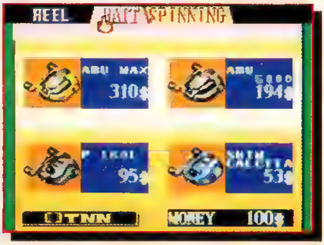
Next to football and hockey, my favorite pastime is fishing.

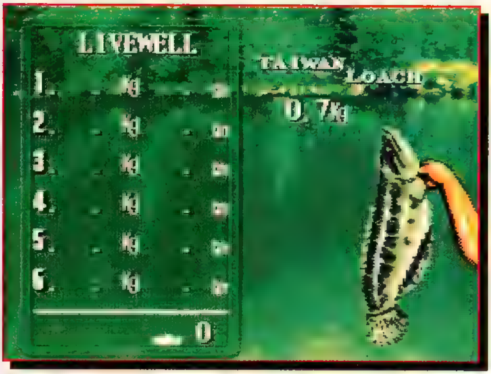
In the winter, it's too darn cold to go ice fishing, so I snuggle up with my Super NES and go to town on the various fishing games out on the market.

Let's open up the tackle box on this one and find out what type of equipment this game has to offer fishermen.

You can free fish or choose the Tournament Mode. With all the money you win for your prize catch, you can go shopping in the Bass pro shop.


TNN
BASS PRO SHOP
BUY WHAT?
LURE
ROD
REEL
TACKLE BOX
EXIT
ASC


REEL
BAIT SPINNING
ABU MAX
310$
ABU 5000
194$
95$
53$
TNN
MONEY 100$


LIVEWELL
1. . Kg
2. . Kg
3. . Kg
4. . Kg
5. . Kg
6. . Kg
0
TAIWAN LOACH
0.7Kg

Keep track of the fish in your Livewell. Try to become the master angler and collect cash for the best catch of the day.

## BUY NEW GEAR IN THE PRO BASS TACKLE SHOP

In the pro-shop you can buy gear, new rods and reels, and lures. The only problem holding you back from the deluxe equipment is your cash flow.

When you choose the Tournament Mode, an Option Window appears giving you Tournament, Shop, or Save. Choosing Tournament will take you to the tournament start, where you can fish in three competitive tournaments: Junior, ASC, and TNN. Placing third in the ASC Mode will allow you to compete in the TNN tournament. Shop takes you to the Pro Shop to purchase tackle and lures. Initially you start out with $100, but don't worry because you will earn more money as you fish and win prizes.

Save allows you to keep your day's catch and any tackle you've purchased. The tournament ranking is based on the total weight of the bass in the Livewell that you bring to the weigh-in.

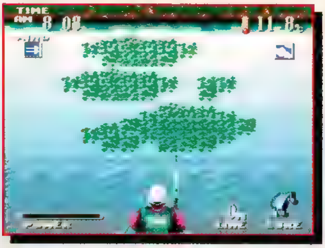
A five bass maximum is allowed in the Livewell.

If you place in the top three, there is a cash prize.

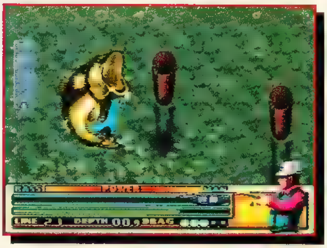
The higher your ranking, the more cash you get. The money is automatically added to your account at the Pro Shop. In the game you can choose from six different lakes, each with its own unique shape and characteristics. To learn more about a lake, move to the lake using the control pad. This will allow you to view the Lake Stats Screen.

You can view the average fish size, weight, and length plus the best size fish caught. If you hook into a lunker, you'll know it.

This game has plenty of playability to keep you on the hunt for the really big fish.


TIME
AM 8:09
POWER
LINE
LURE

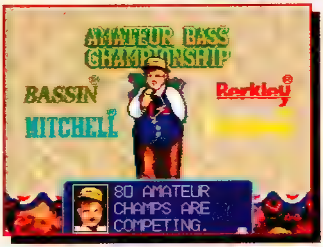
Bass love weeds and reeds. Toss in a line with your favorite lure, then wait.


BASS
POWER
LINE
DEPTH
DRAG

BASS
POWER
LINE
DEPTH
DRAG

# Bassin's BLACK BASS

**MANUFACTURER**
HOT-B
**CARTRIDGE SIZE**
16
**RELEASE DATE**
NOVEMBER
**# OF PLAYERS**
1

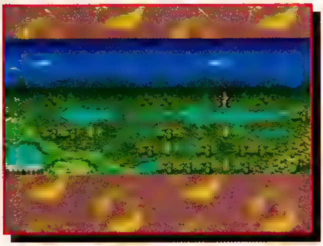


80 AMATEUR CHAMPS ARE COMPETING.

## GRAB THE GAMING NET, THIS IS A REAL WHOPPER!

If you're a fan of Hot-B's first fishing title, Super Black Bass, then you're going to want to add this game to your tackle box.

It's the best fishing game I've played to date. Being from the best fishing area in the world (up around Thunder Bay, Ontario, Canada), I know my fishing hot spots. While getting this article ready, I naturally out-fished the Iceman. He was disappointed that there was no Ice Fishing Option in this game. He also used rubber worms for bait.



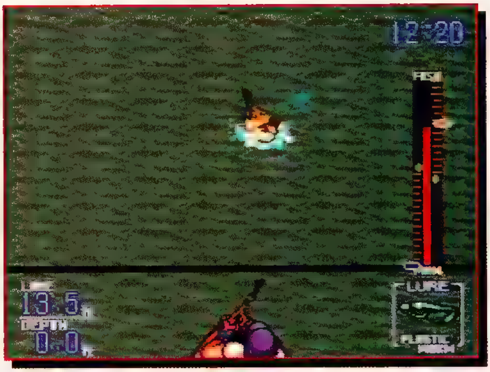
This game rules the waters—big fish await you with plenty of fight in them.

bait. We both had a lot of fun finding and reeling in the big catches of the day.

As you progress in the game, you can enter up to four different tournaments. Placing in the top three will get you into the next event.

Start off in Stage One at the Local Amateur Tournament.

Your goal is to out fish the other 50 anglers in the tournament. It's a blast.

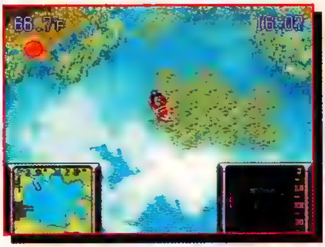


Once you get a fish, press back and to the left or the right on the control pad to set the hood, or the big one could get away.

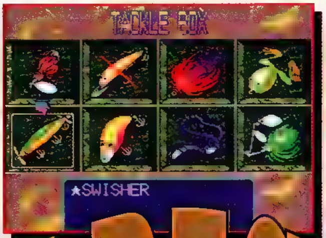
Your boat is equipped with a fish finder and a feature called Icons (X).

When you find a fishing spot, go to the X icon, then press the X button to move around the icon to where the fish are.

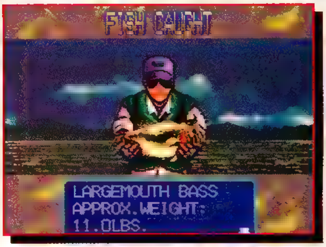
Cast in the direction of the fish with the directional pad to get your line to where the fish are. The controls are very easy to master. Read through the instruction manual and contact the fisherman in your family to find out what lures to use and you'll be catching big!



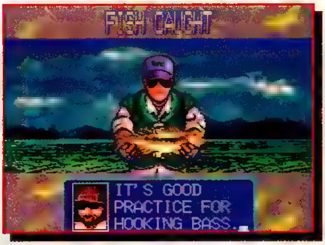
Use the map and the fish finder to find out where the big lunkers are hiding.



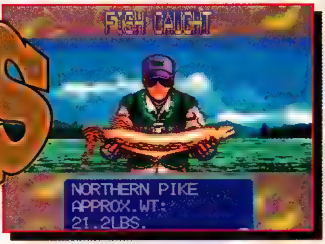
★SWISHER



LARGEMOUTH BASS
APPROX.WEIGHT:
11.0LBS.



IT'S GOOD PRACTICE FOR HOOKING BASS.

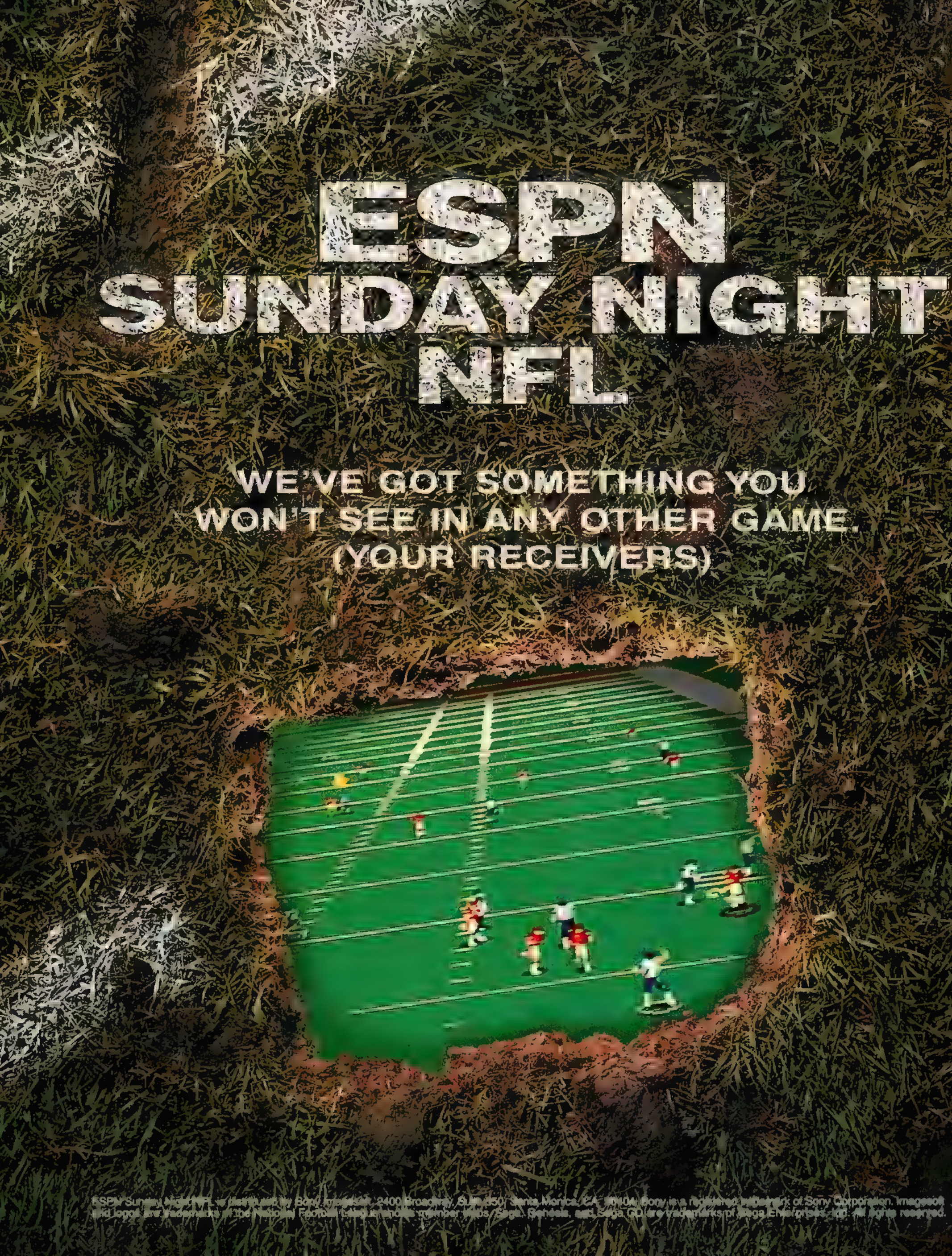


NORTHERN PIKE
APPROX.WT:
21.2LBS.

Continued on Page 208

IN
SIX
PAGES
YOU'LL
KNOW
WHY

EVERYTHING
ELSE IS JUST
PRACTICE.™



# ESPN SUNDAY NIGHT NFL

WE'VE GOT SOMETHING YOU WON'T SEE IN ANY OTHER GAME. (YOUR RECEIVERS)

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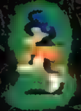
E-Z CAM ZOOMS IN ON THE BALL CARRIER SO YOU'RE RIGHT THERE TO SEE EVERY BONE-CRUSHING HIT AND SHOESTRING TACKLE.

Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man. From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the E-Z Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price). The game has audibles, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up. So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.



GIVE 'EM THE OLD SHAKE 'N BAKE WITH UNIQUE SPIN MOVES, AND SPEED BURSTS.

ALL 28
NFL
TEAMS

FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

ESPN SportsCenter
HELLO, ONCE AGAIN EVERYBODY... I'M CHRIS BERMAN. WELCOME TO ESPN SUNDAY NIGHT FOOTBALL.

CAN YOU SAY F-U-M-B-L-E? CHRIS BERMAN CAN, AND WILL, LIVE FROM THE BOOTH. ON SEGA CD, THERE'S EVEN MORE BERMAN, PLUS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

ESPN
SUNDAY NIGHT NFL
SEGA CD
GA
SUPER NINTENDO

EVERYTHING ELSE IS JUST PRACTICE.™

SONY
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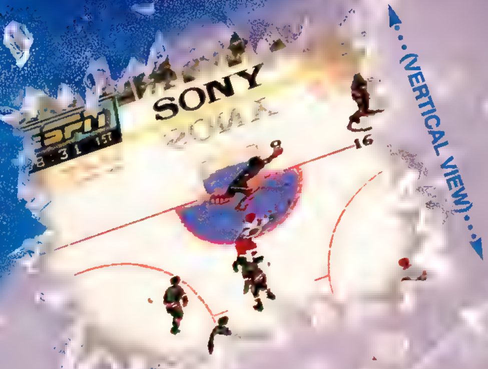
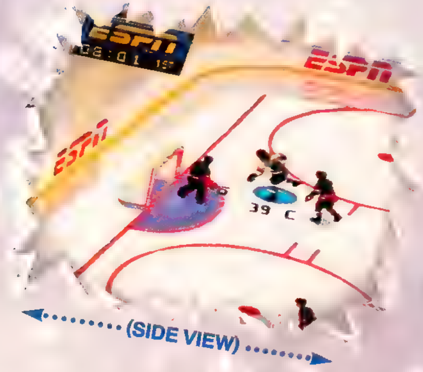


# ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.



Topps® *Look for free Topps Premier Hockey Cards inside each package of ESPN National Hockey Night on Sega CD.*

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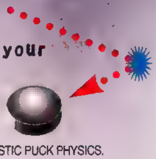
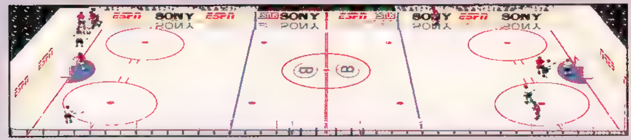
REAL HOCKEY PLAYERS WERE FILMED AND DIGITIZED INTO THE GAME. (OVER 10 MINUTES OF VIDEO HIGHLIGHTS ON SEGA CD.)

ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net. The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face. The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?

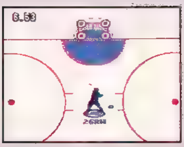


REALISTIC PUCK PHYSICS. THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it. Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.

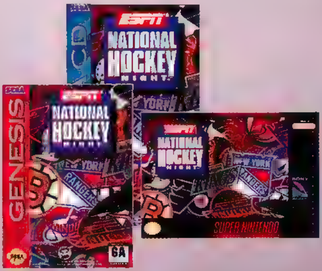


TEST YOUR SHARP SHOOTING AND SKATING ABILITY IN THE ALL-STAR SKILLS CHALLENGE.

**ALL 26 NHL® TEAMS**

NEW YORK RANGE
NJ
EDM
BUF
HFD
DET
OTT
FLA
WSH
NJ
STL

FULL 84 GAME SEASON, AND A BATTERY BACK-UP THAT SAVES YOUR TEAM'S RECORD.



**EVERYTHING ELSE IS JUST PRACTICE.™**

SONY IMAGESOFT

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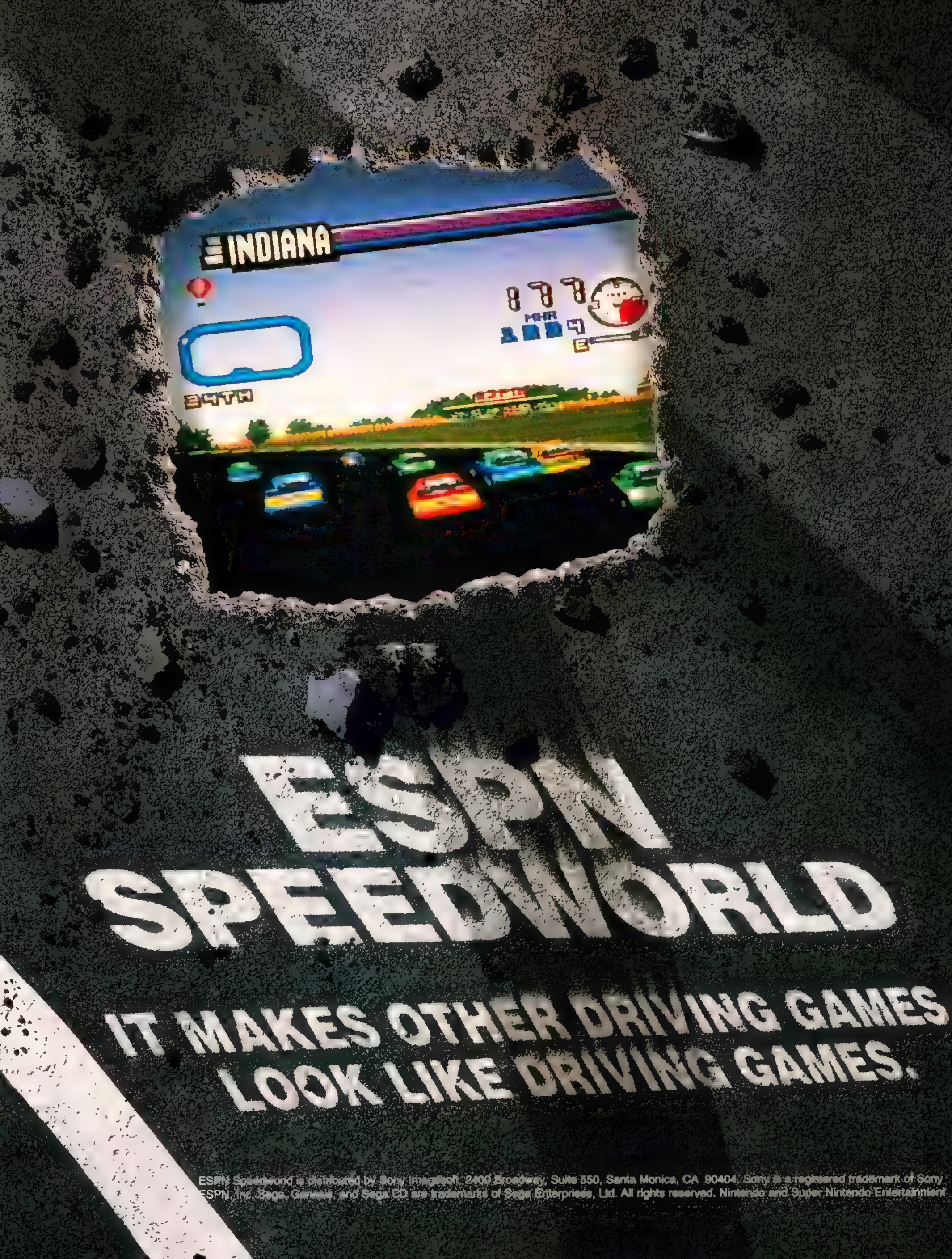
INDIANA
177
MHR
34TH
ESPN
ESPN
SPEEDWORLD
IT MAKES OTHER DRIVING GAMES
LOOK LIKE DRIVING GAMES.

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ESPN, Inc. Sega, Genesis, and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Nintendo and Super Nintendo Entertainment

BUMP AND DRAFT YOUR WAY THROUGH 23 OTHER COMPUTER-CONTROLLED CARS.

CHOOSE FROM SUPER SPEEDWAYS, SHORT TRACKS, AND ROAD COURSES.

CUSTOMIZE YOUR CAR–THE TIRES, THE ENGINE, THE TRANSMISSION, EVEN THE PAINT JOB.

EARN WINNINGS AND USE THEM TO MAKE YOUR CAR FASTER AND MEANER.

Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew. With ESPN Speedworld, you're racing against 23 computer-controlled drivers who would like nothing more than to plow you into a wall. To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways, and 3-D banked turns. Choose your track, and customize your car for maximum performance–the tires, transmission, engine, and even the paint job (which won't look good for long). Once you're on the track, you'll have to monitor the tire wear, body damage and fuel consumption. And with the interactive pit crew, you can win or lose a race while changing a tire. The battery back-up saves your stats and winnings through an entire season. And don't forget, ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it. Pick up ESPN Speedworld and start racing against the pros. Not against yourself.

GET ADVICE FROM THE EXPERT HIMSELF, ESPN'S DR. JERRY PUNCH.

SPLIT SCREEN RACING LETS YOU KEEP AN EYE ON YOUR BUDDY EVEN WHEN HE'S NOT ON THE SAME LAP.

GENESIS
SPEED WORLD
SPEED WORLD
SUPER NINTENDO

EVERYTHING ELSE IS JUST PRACTICE.™

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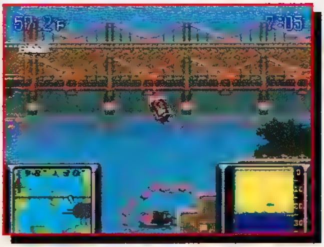
Continued from Page 200



Fishing near the boat launch and man-made obstacles will be rewarding.

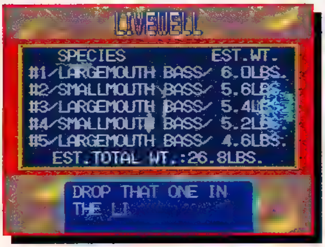
## FISH HIDE IN MANY DIFFERENT PLACES IN THIS GAME

If this game were a fish, I would have to say it would be a world-record 85-pound Lake Trout.

Before you put this one in your gaming net, there are a few things I would like to tell you.

The tournaments have rules that have to be followed to the letter.

The tournament day starts at 7 a.m. and runs to 4:30 p.m. Only Black Bass can be counted at the weigh-in.


LIVEWELL

| SPECIES | EST.WT. |
|---|---|
| #1/LARGEMOUTH BASS/ | 6.0LBS. |
| #2/SMALLMOUTH BASS/ | 5.6LBS. |
| #3/LARGEMOUTH BASS/ | 5.4LBS. |
| #4/SMALLMOUTH BASS/ | 5.2LBS. |
| #5/LARGEMOUTH BASS/ | 4.6LBS. |

EST.TOTAL WT.:26.8LBS.

DROP THAT ONE IN THE LI

ANGLER/ Iceman
NICK DRISCOL
92LBS
TRACY BEAMER
4LBS
GORDON EVANS

WHAT A LUNKER! THE WT. IS..

ANGLER/ ICEMAN
TRACY BLACK
21.76LBS
DOUG BROOKS
21.52LBS
MATT KING

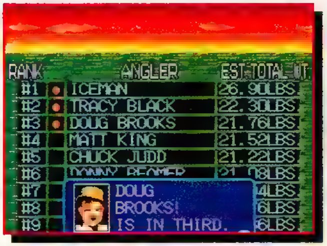
IT'S A BIG LARGEMOUTH! THE WT. IS..

## DIFFERENT FISH SPECIES

There are eight different species of fish you can catch in this game: Largemouth Bass, Smallmouth Bass, Spotted Bass, Bluegill, Crappie, Walleye (Pickerel), Northern Pike, (some real monsters can be caught in this game), as well as those whiskered wonders, Catfish.

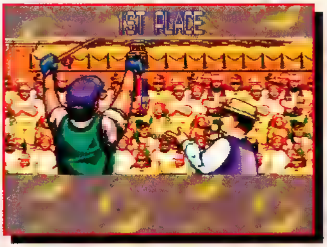
When you catch a whopper, keep the line taunt and use the down arrow to keep the tension on your prize catch.

If you don't, you'll be left holding your rod with your fish long gone.



| RANK | ANGLER | EST.TOTAL WT. |
|---|---|---|
| #1 | ICEMAN | 26.90LBS |
| #2 | TRACY BLACK | 22.30LBS |
| #3 | DOUG BROOKS | 21.76LBS |
| #4 | MATT KING | 21.52LBS |
| #5 | CHUCK JUDD | 21.22LBS |
| #6 | DANNY BEAMER | 21.08LBS |
| #7 | | 4LBS |
| #8 | | 6LBS |
| #9 | | 6LBS |

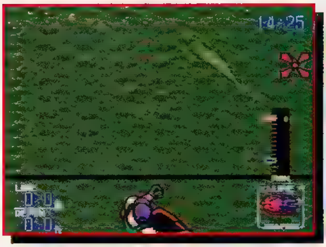
DOUG BROOKS! IS IN THIRD.

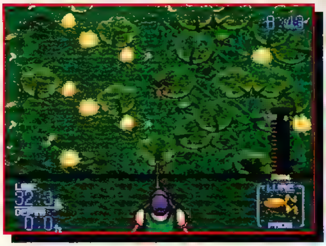


There's only one winner in the final tournament and the competition is tough.

Getting the fish to bite is an art in itself. Iceman couldn't keep a fish on his line. I had to hook him up and let him reel a fish in that turned out to be a world record.

It takes a little practice to land the bigger fish. If you find one, it's best to cast your lure beyond it and reel in the line. Repeat this process several times, and be patient. If he doesn't bite on the first or second try, he might not want to chow down on the lure you're offering. Change your lure and presentation.





Move the bait in front of him back and forth using the control pad. Reel slow, then fast. If your lure is in a current, reel fast then let the lure float back toward the fish. If he bites, it's important to set the hook—just like in real fishing.

When the fish sinks his teeth into the lure, swing the rod left or right by pressing left or right and then up or back on the control pad.

This will set the hook and make sure the big ones you hook won't get away.

If you lose all of your lures while fishing, you'll be forced back to the weigh in area. The same holds true if your boat gets damaged. All of the catastrophes that can happen in a real tournament can happen to you in this game.

This is the most fun you can ever have in a fishing game without getting bitten by black flies or mosquitoes. BBB is one addictive game that will last through many weekends. The Video Cowboy brought some big ones home and forced me to look at the photo shots of his fish. I guess I'll be going back to this game to catch up to his poundage and get some photos for myself.

## BASSIN'S BLACK BASS BY HOT-B

Graphics ★★★★ Playability ★★★★★
Sound ★★★★ Realism ★★★★

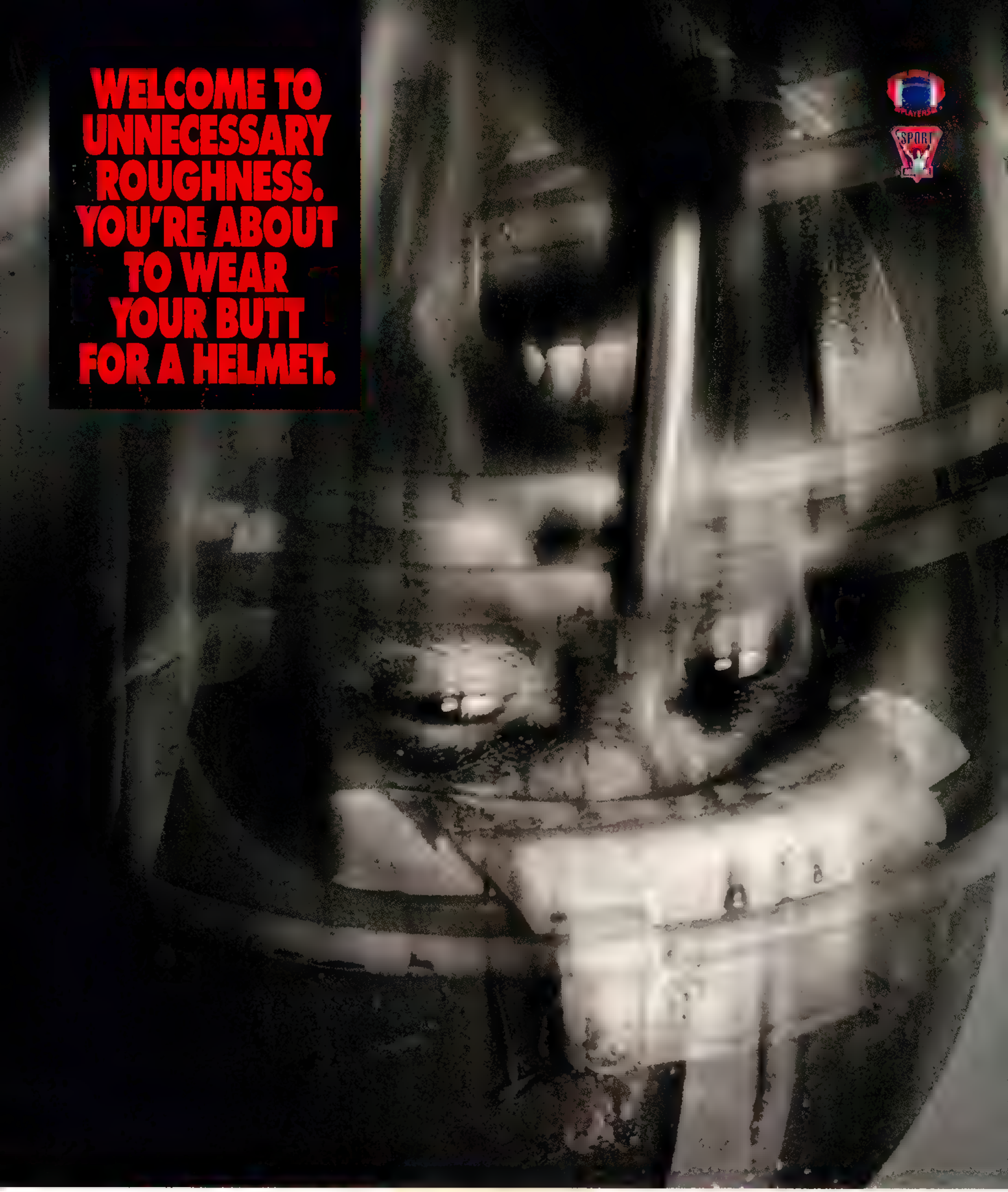
Now, here's something you fishermen have been looking for. BBB is one exceptional fishing game. It's easy to get into and it doesn't rely on technical features of catching a Bass. The moment you get on the lake, you're sure to catch a bass in no time. Great animations of fish swimming, and the sequences of catching a fish are very realistic. Very addictive game.

92% Iceman

Graphics ★★★★ Playability ★★★★
Sound ★★★★ Realism ★★★★

If this game were a fish, it would be a 60-pound chinook Salmon. This game is better than Hot-B's first game, Super Black Bass. If you love fishing, you'll definitely want to put this one into your tackle box. You'll be glad you landed this game—it's a winner. The Iceman even liked it and there were no ice fishing sequences. This game is a large catch.

93% Video Cowboy


WELCOME TO UNNECESSARY ROUGHNESS. YOU'RE ABOUT TO WEAR YOUR BUTT FOR A HELMET.
PLAYERS
SPORT

# UNNECESSARY ROUGHNESS '95

Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis.™ It's about football. About winning. And about leaving the field under your own power.

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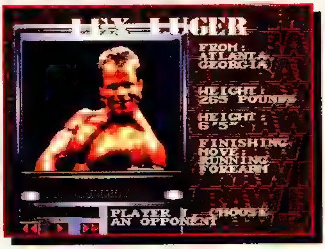
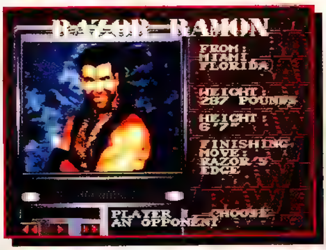
**MANUFACTURER**
ACCLAIM
**CARTRIDGE SIZE**
24
**RELEASE DATE**
NOVEMBER
**# OF PLAYERS**
1 TO 4

# WWF™ raw

## ROCK THE RING WITH FAST WWF WRESTLING ACTION


LEX LUGER
FROM: ATLANTA, GEORGIA
WEIGHT: 265 POUNDS
HEIGHT: 6'5"
FINISHING MOVE: RUNNING FOREARM
PLAYER 1 CHOOSE AN OPPONENT


RAZOR RAMON
FROM: MIAMI FLORIDA
WEIGHT: 287 POUNDS
HEIGHT: 6'7"
FINISHING MOVE: RAZOR'S EDGE
PLAYER 1 CHOOSE AN OPPONENT

Time to go off the top rope with another fast-action slam fest with all of your favorite World Wrestling Federation characters.

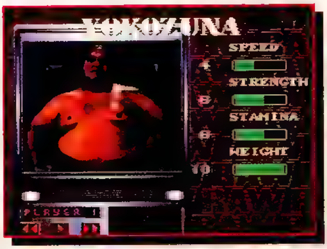
The game has 24-Megs of *raw* wrestling power. This time around there are hidden special moves each of the characters has in his/her arsenal.

## FEATURING YOUR FAVORITE WRESTLERS FROM WWF

You've read it correctly, this is the first wrestling game of its kind featuring a female grappler named Luna Vachon. She wacks a pretty good wallop.

But don't think that she is an unworthy adversary. Luna can come off the top rope with the best of them.

The other wrestlers featured in this game are: The 1-2-3-Kid, Bam Bam Bigelow, Owen Hart and his other brother Bret Hart, Razor Ramon, Diesel, Doink, Shawn Michaels, The Undertaker, Lex Luger, and Yokozuna. They come complete with their own signature moves and high-flying wrestling maneuvers.

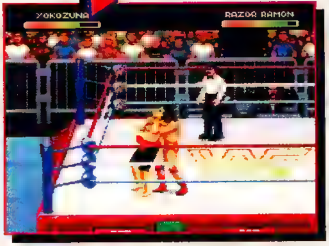

YOKOZUNA
SPEED
4
STRENGTH
8
STAMINA
8
WEIGHT
10
PLAYER 1

The Piledriver, Atomic Drop, the Suplex Slam, Flying Elbow Smash, the Super Drop Kick, and all-new pins and submission holds are in this one.

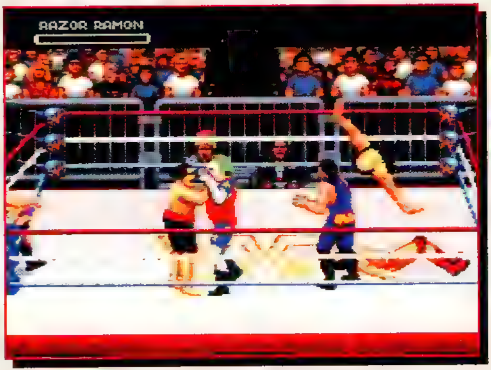
If you are so inclined, you can put the boots to the referee and knock him senseless.

In this latest version you can do cannon balls off of the turnbuckles, perform the super fast clothesline, and even field-goal kick your opponent out of the ring.

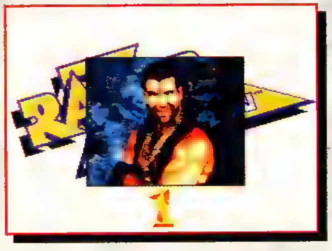
It's also the first four-player wrestling game that can see you and up to four others take to the ring using the Super Multitap on the Super Nintendo system. So, invite your friends over and get some rope action as you join in the brawl.



Get your opponent to say UNCLE as a new added submission feature.



WWF RAW features all new moves that are easy to perform, including new and updated signature moves.



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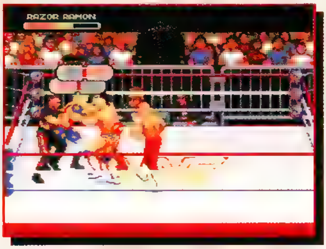
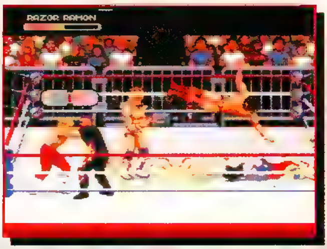
Continued on Page 212

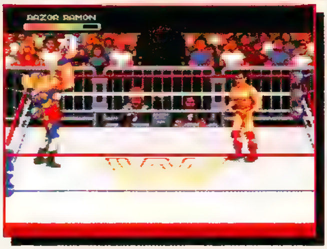
NEWMAN HAAS
INDYCAR
featuring
Nigel Mansell
NO LICENSE REQUIRED.
TURBOCHARGED RACING
THE WORLDS TOUGHEST TRACKS!
GAS-AND-GO
WITH NEWMAN HAAS PIT CREW!
BURN UP THE TRACK
IN THE GROOVE AND STRAIGHTAWAY!
CUSTOMIZE YOUR INDYCAR™
ADJUST STAGGER, CAMBER, WINGS AND MORE!
HEAD-TO-HEAD COMPETITION
TWO-PLAYER SPLIT-SCREEN RACING!
SUPER NINTENDO ENTERTAINMENT SYSTEM
GENESIS
Akklaim

Continued from Page 210

## TAKE TO THE RING WITH FOUR OF YOUR WRESTLING PALS



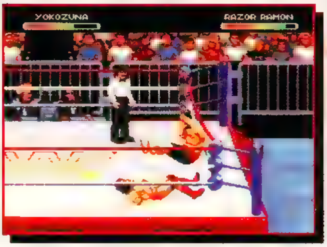




The Atomic Drop and all of your favorite WWF moves have been added to RAW.

If stepping into the ring is what you like to do best, then WWF RAW has what it takes to toss you off of your couch and into the ring.

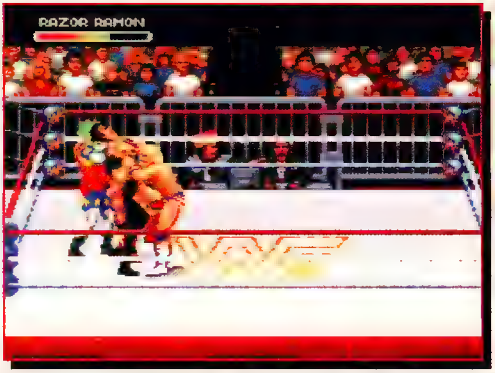
Another cool feature of this game is activated when you step out of the ring. You can pick up items around the ring to smack your unsuspecting opponents with when the referee is not looking, or is unconscious or incapacitated.



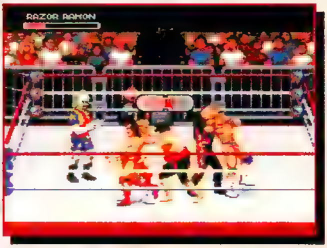
New character animations, backgrounds, and a configured ring with the WWF RAW logo add to the enjoyment of this fast-action wrestling cart. Everyone will want to go out and grab this cart.

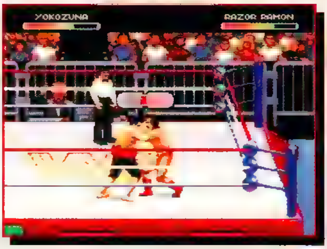
The Iceman and I went off the top rope and he pummeled me.

He played as the gruesome Undertaker and I chose to play as Yokozuna. He put me on ice and six feet under.



You and four friends can choose your favorite wrestlers then go off of the top rope on any one of the four turnbuckles.





Test your strength against the greatest wrestlers that the WWF has to offer.

He used a variety of tactics in his decisive victory including smashing the referee in the head with a chair.

A totally cheesy move on his part, but at least he got the win.

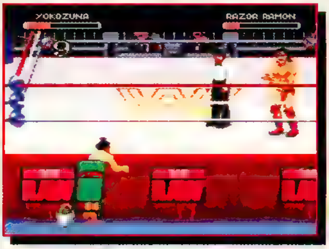
It's good to know that the high-flying wrestlers can climb on any one of the four top ropes then drop onto unsuspecting opponents.

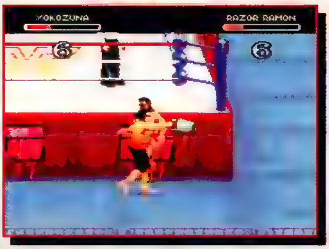
I may have lost against the Iceman, but I got some damaging moves in. It is not that hard at all to time the super drop kick so that they land on the chin of your opponent.

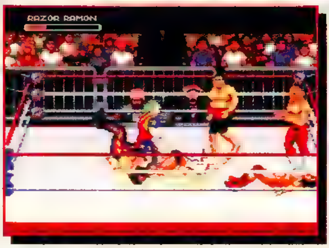
We played this game for hours and didn't get tired of it. The animations are well done and the game is fun to play. It's definitely a winner!

## WARNING: WATCH OUT FOR FLYING CHAIRS OR BUCKETS

If you are a wrestling aficionado, then jump into the WWF RAW ring and test your metal against the greatest athletes the WWF has to offer. You'll be jumping off of the top rope in no time!

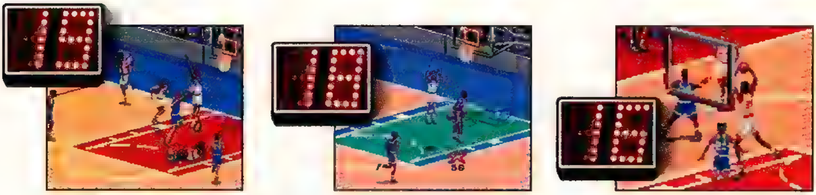






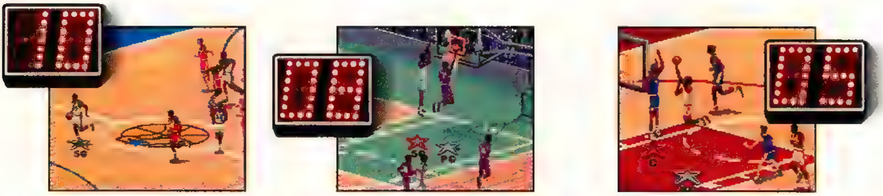
# SPEND
# THE REST OF
# YOUR LIFE
# 24 SECONDS
# AT A TIME.

NBA LIVE '95. IT'S FAST. IT'S ALL NEW. IT'S FASTER.

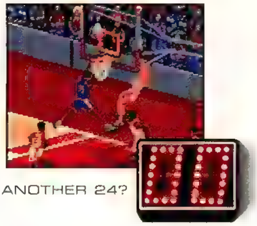


IT'S PASSIN'. BEHIND THE BACK. THAT'S FAST. ON THE RUN. THAT'S FASTER. DUNKS

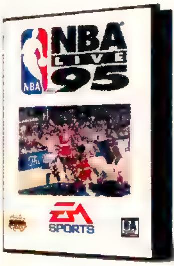
THEY'RE FAST. ALLEY-OOPS. THEY'RE FASTER. LAY UPS. THREE-POINTERS. BACKIN' IN.



ALL FAST. FAST BREAKS. LIGHTNING FAST. IT ROLLS. IT ROCKS. IT PICKS. IT BLOCKS.



OH, AND IT'S FAST. READY FOR ANOTHER 24?



EA SPORTS

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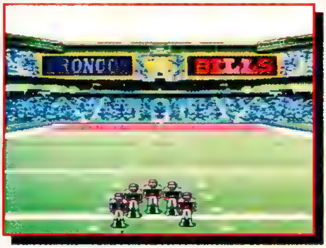
**MANUFACTURER**
ACCLAIM
**CARTRIDGE SIZE**
24
**RELEASE DATE**
DECEMBER
**# OF PLAYERS**
1 TO 5

# QB CLUB

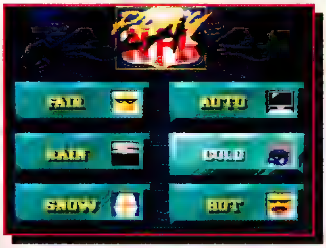
## THREE GAMES IN ONE KICKS OFF YOUR GAMING SEASON



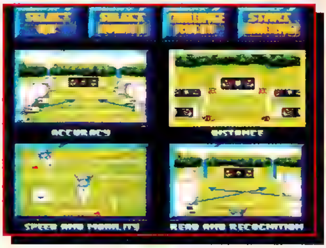
There are many cheap imitations, but there are very few football games like the Club. It's a sure-fire way to steal boredom from avid sports gamers who enjoy fine football games.

This cart is loaded with 24-Megs of fun and features three games in one.

The player animations are huge and the controls are easy to master. The Iceman and I went head-to-head on this game. I picked the Cowboys and he picked the 49ers. As usual, the Cowboys put the boots to the 49ers during the regular season.



## MADDEN BETTER WATCH OUT FOR THE CLUB!



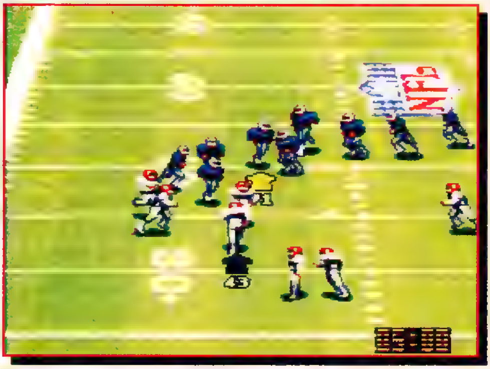
Enter the QB challenge as you compete against the other QBs in the league.

In game two, I chose the Bills and he took the Los Angeles Raiders. This time I got handed my lunch by the Iceman. He also beat me at the Quarterback Club segment of the game where all of the NFL's top quarterbacks get together to test their metal. He's good ... he's great ... he's the best ... NOT, but he's a pretty fair football gamer.

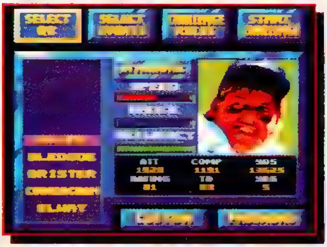
You'll enjoy some of the many features the game offers. The game play is good and the scoreboard animations are colorful.

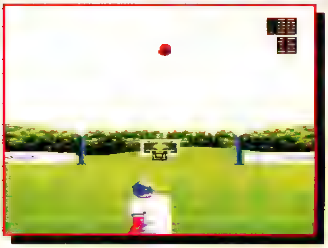
On both sides of the ball, there's a lot of variety in terms of play calling.

With the man in Motion Option on offense, the number of plays you can call is virtually unlimited. There are 216 plays to choose from on defense with the Fipping Option. Only a portion of those plays were actually available when we took to the gaming gridiron and put this game through its paces. We can hardly wait for the finished version!



Go for the end zone with real NFL teams and players. Advanced artificial intelligence allows blockers to follow the play.





Continued on Page 216

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Channeling
Cover
Balance

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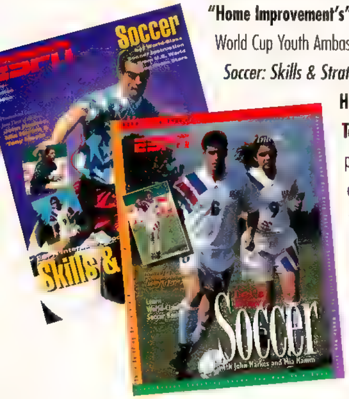

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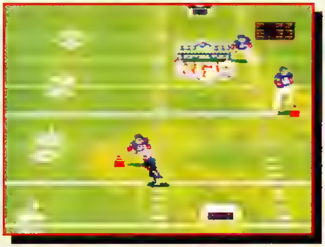
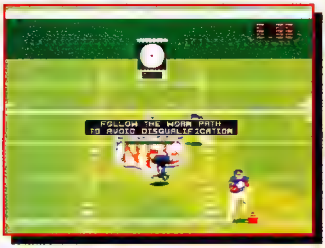
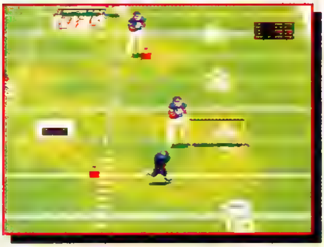
Continued from Page 214







## QB CHALLENGE TESTS YOUR GAMING SKILL

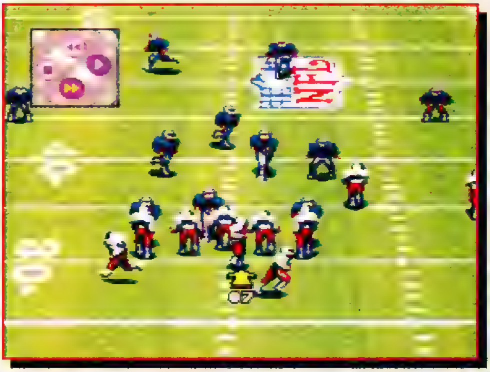
Gamers can play in pre-season, regular season, multiple season, championship, Pro Bowl, Crunch Time Simulation, or in the Quarterback Challenge Mode.

The Crunch Time simulation brings up different game situation scenarios. Your team is down by 10 points with five minutes to play or down by six points with two minutes to play. The situations are challenging and add a dimension to the game that players haven't been introduced to before.

The Quarterback Challenge tests your gaming speed, reflexes, accuracy, and above all, your keen gaming eye as you hit moving targets for points or run through the obstacle course to try and get the quickest time.

You can also put your quarterback's arm to the test in the long-distance throwing portion, as you toss the ball using one of the NFL's top 20 quarterbacks.

Up to five players can play the game using the multi-tap adapter. Before starting the game, you can choose different types of weather conditions, such as fair, rain, snow, heat wave, and cold snap. Wind conditions change automatically in outdoor stadiums.



Controlling the man in motion in the back field gives you a new range of options as you call the plays using your favorite team.

The players also react to the various weather conditions. During the cold snaps, it's harder for the receivers to catch the ball.

There are three levels of difficulty, like Rookie, Pro, and All Pro. Gamers can choose from four-, eight-, 20-, 40-, and 60-minute games.

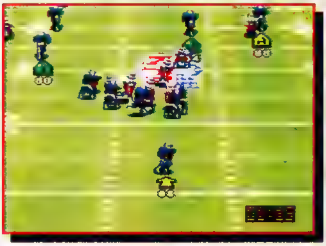
There are no passing windows. Colored arrows show you the extent of the coverage. Yellow means player is covered slightly. Red means double coverage—don't throw. Green light means bombs away—go deep into the opposing end zone for a quick six.

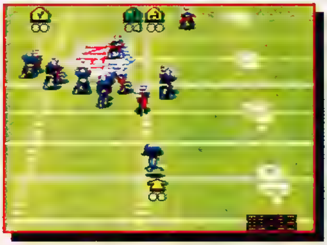
You can create your own QB or put yourself into the challenge of regular play.

## TEAM, SEASON, AND PLAYER STATISTICS KEPT FOR YOU

All of the new rule changes for this season, including kickoffs from the 30-yard-line and two point conversions, are in this game.

Statistics on the progress of your team, players, and season are all kept by the computer. One of the coolest aspects of this game comes from the advanced artificial intelligence that was programmed into the game. When one of the blockers makes an initial block, he goes down field and continues to block until the play is dead. On defense the same holds true with pursuit during a play. The game is very realistic and Madden lovers will want to check out Quarterback Club.





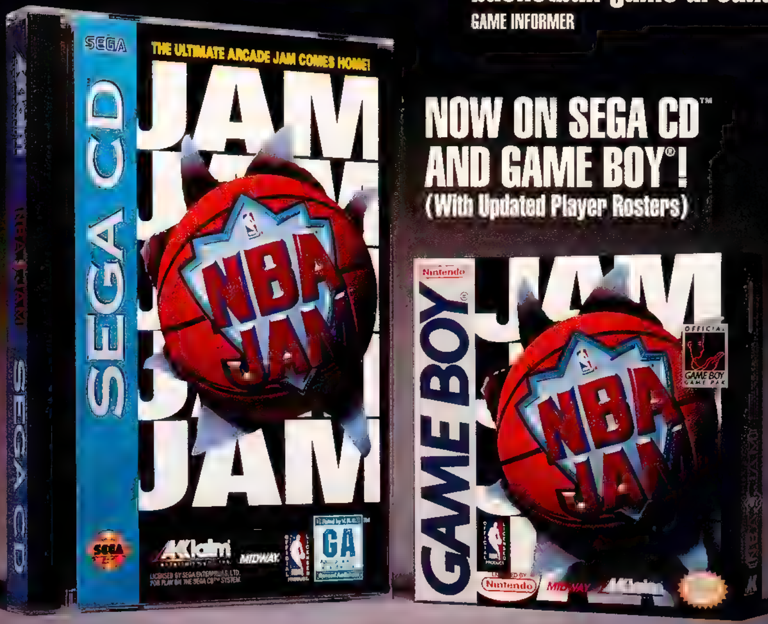
Using a five-player adapter, up to five of your friends can hit the field with you.

"it sizzles."
ELECTRONIC GAMES

"...this is one you gotta have!"
GAME PRO

"the best hoops game ever created..."
ELECTRONIC GAMING MONTHLY

"The hottest video basketball game around"
GAME INFORMER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# NHL '95

MANUFACTURER
ELECTRONIC ARTS

CARTRIDGE SIZE
8

RELEASE DATE
NOVEMBER

# OF PLAYERS
1 TO 5

## HIT THE ICE WITH THE BEST HOCKEY GAME EVER MADE

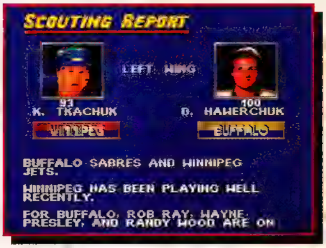
Time to hit the ice and rush the net with EA Sports' newest hard-hitting venture onto the gaming ice.

It was a long off-season for the gang at EA Sports. They pounded this game into shape and redesigned the entire cart.

From blue line to blue line, this game is faster than ever. The defenses are tougher and a new, advanced artificial intelligence has made it harder to bulge the twine (score).

The goalies are quicker, and those cheap dekes and turnaround moves won't work this year.

One timers are easy to master and the puck can fly off your stick like lightning.



SCOUTING REPORT

LEFT WING

93
K. TKACHUK
WINNIPEG

100
D. HAWERCHUK
BUFFALO

BUFFALO SABRES AND WINNIPEG JETS.

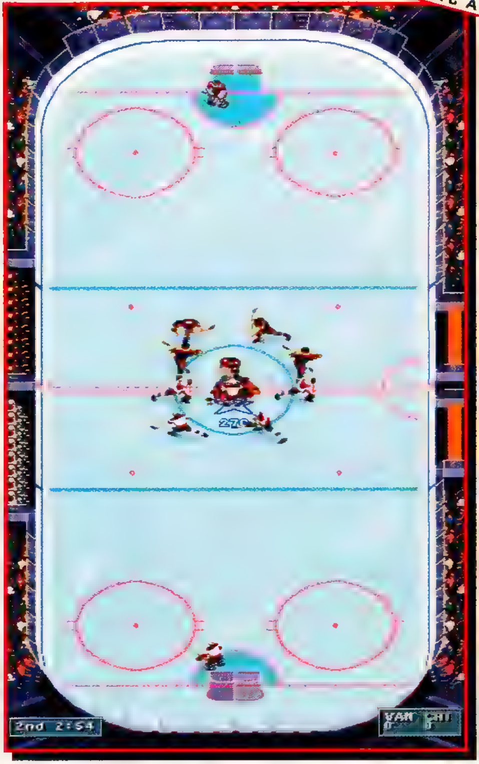
WINNIPEG HAS BEEN PLAYING WELL RECENTLY.

FOR BUFFALO, ROB RAY, WAYNE PRESLEY, AND RANDY WOOD ARE ON

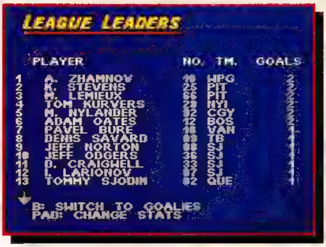
All of the NHL's superstars are ready to take to the ice and win Lord Stanley's Cup.

Don Cherry will be none too happy. Cherry (the pugilistic prognosticator, man with the loud ties, former coach of the Boston Bruins and now analyst on Hockey Night in Canada) likes fighting in hockey and so do I. But, there are no fighting segments in this game. Gamers can thank Gary Bettman, president of the National Hockey League, for this no-fighting approach to the game.

Electronic Arts has increased the standard of gaming hockey once again with this cart, despite the lack of a fighting feature. There are trades and a lot more statistic-saving features in this year's version. At least those tidbits will try to make up for the lack of brawl fests. I was truly disappointed with the No Fighting Option in this hockey game. When Iceman and I were playing the game there were some sketchy times. Throughout the game, I wanted to drop the gloves on the Iceman and exact some old-fashioned hockey justice.



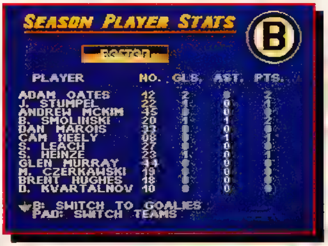
## BYE BYE BRAWL FEST! HELLO OPTIONS!



LEAGUE LEADERS

|  | PLAYER | NO. | TM. | GOALS |
|---|---|---|---|---|
| 1 | A. ZHAMNOV | [illegible] | WPG | 2 |
| 2 | K. STEVENS | 25 | PIT | 2 |
| 3 | M. LEMIEUX | 66 | PIT | 2 |
| 4 | TOM KURVERS | 28 | NYI | 2 |
| 5 | M. NYLANDER | 92 | CGY | 2 |
| 6 | ADAM OATES | 12 | BOS | 2 |
| 7 | PAVEL BURE | 10 | VAN | 1 |
| 8 | DENIS SAVARD | [illegible] | TB | 1 |
| 9 | JEFF NORTON | [illegible] | SJ | 1 |
| 10 | JEFF ODGERS | 36 | SJ | 1 |
| 11 | D. CRAIGWELL | 33 | SJ | 1 |
| 12 | I. LARIONOV | [illegible] | SJ | 1 |
| 13 | TOMMY SJODIN | [illegible] | QUE | 1 |

B: SWITCH TO GOALIES
PAD: CHANGE STATS

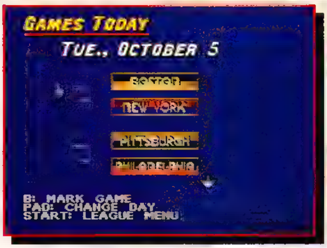


SEASON PLAYER STATS

BOSTON

| PLAYER | NO. | GLS. | AST. | PTS. |
|---|---|---|---|---|
| ADAM OATES | 42 | 2 | [illegible] | 2 |
| J. STUMPEL | 22 | 1 | 0 | 1 |
| ANDREW MCKIM | 45 | [illegible] | 0 | [illegible] |
| B. SMOLINSKI | 20 | 1 | 1 | 2 |
| DAN MAROIS | 33 | [illegible] | 0 | [illegible] |
| CAM NEELY | 08 | [illegible] | 1 | 1 |
| S. LEACH | 27 | [illegible] | 0 | [illegible] |
| S. HEINZE | 23 | 1 | 0 | 1 |
| GLEN MURRAY | 44 | [illegible] | 0 | [illegible] |
| M. CZERKAWSKI | 19 | [illegible] | 0 | [illegible] |
| BRENT HUGHES | 18 | [illegible] | 0 | [illegible] |
| D. KVARTALNOV | 10 | [illegible] | 0 | [illegible] |

B: SWITCH TO GOALIES
PAD: SWITCH TEAMS



GAMES TODAY

TUE., OCTOBER 5

BOSTON
NEW YORK

PITTSBURGH
PHILADELPHIA

B: MARK GAME
PAD: CHANGE DAY
START: LEAGUE MENU

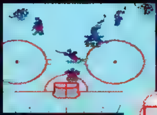
Continued on Page 220

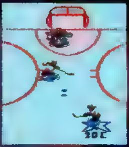
# I HATE EA SPORTS.

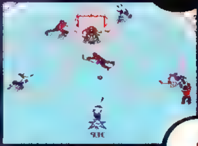
THEIR GAME PUTS YOU ON ICE WITH US. US. GUYS LIKE MESSIER & BOURQUE. GRIZZLED VETERANS OF BRUTAL 84 GAME SEASONS.

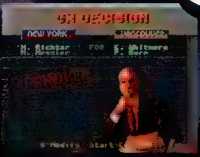
AND YOU? NEVER SPENT A DAY OF YOUR LIFE PLAYIN' HOCKEY. BUT YOU'RE BANGIN' HEADS WITH US. NOW I'M GETTIN' NAILED AND IT'S NOT DOMI OR BEUKEBOOM. IT'S YOU. GIVIN' ME A HUGE HIP CHECK THAT MAKES THE BOARDS RATTLE. A COUPLE OF FAKE SHOTS & DROP PASSES. BOOM! MONSTER SLAP & THE SIRENS WAILIN'! IT TAKES YEARS TO GET MOVES LIKE LINDROS. YEARS. BUT HERE YOU ARE WITH A FASTER GAME THAN BURE, FEDOROV OR ROENICK AND YOU DON'T EVEN KNOW HOW TO SKATE. WHAT'S NEXT? YOU DROPPIN' ON D & SNACKIN' ON PUCKS? AND ME? WITH ALL THIS TRADING GOIN' ON I'LL PROBABLY END UP IN FLORIDA OR SOMETHIN'!

HART MEMORIAL TROPHY
Most Valuable Player
FINALISTS:
Alexei Yashin
Jeremy Roenick
Wayne Gretzky








GM DECISION
NEW YORK
VANCOUVER
M. Richter
M. Messier
FOR
K. Whitmore
P. Bure
B-Modify Start-

WHO DO YOU THINK YOU ARE EA SPORTS?

ANONYMOUS
NHL VETERAN

NHL 95
EA SPORTS

EA SPORTS
It's in the game.™

SEGA

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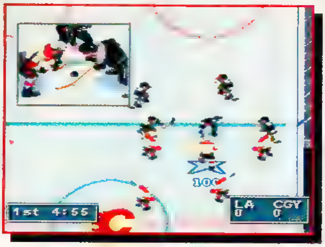
*Continued from Page 218*

## BIGGER PLAYERS AND SMOOTHER GAME PLAY



This game skates circles around the competition, as usual.

If you're the Gretzky of your gaming block, your old tricks won't work on this game. You'll need to go back to training camp. Take to the ice in your own gaming NHL Hockey minicamp in order to perfect your one-timers and precision passes. The key to being successful in NHL '95 are quick passes, keeping your head up, and rushing the net even when the goaltender has the puck.

If you've been a fan of this game in the past, you won't be disappointed with this newest version.

It's a great game made better, and the Iceman and I have been going crazy with it.

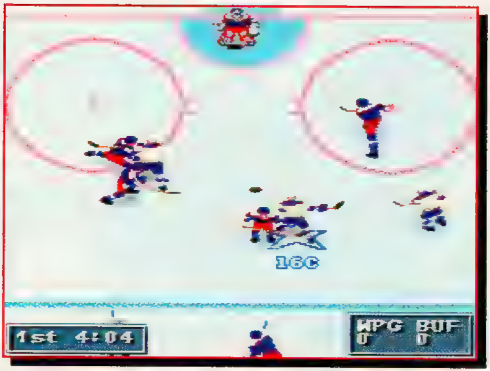
I beat him 2-0 with the Montreal Canadians against his Chicago Black Hawks, one of the better teams in the game. I'm still the NHL Hockey Champion of the office, but I'm sure glad the Trading Option has been added to this year's version.

With a lot of movement in the NHL expected from now till the season starts, it will be easy to update your favorite teams and add the players who make it into the big leagues with their strong showing in training camp.

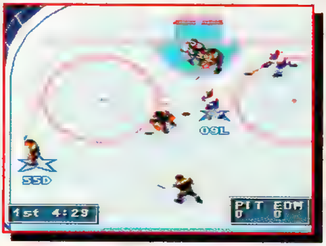
Injuries are back, and how hard you hit members of the opposing team dictates how long they will be out of commission. One period, two periods, or an entire game or season can be missed due to injuries to the superstars of your team.

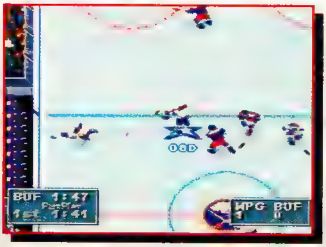
All I can say is go for the superstars early in the game and knock them senseless with hard checks and high sticks. Be sure to turn the penalties off before you do—whatever it takes to lay the opposing players out on the ice.

The big-name players are quicker and harder to stop. That's why good strategy includes giving them a Sherwood or a Titan shaft in the chops. Only on the gaming ice, of course. When you play real hockey you should wear a suit and tie like Gary Bettman and call all of the shots from the stands without ever having played the game, not even with a joystick. Whether you like the politics of the National Hockey league or not, you'll love NHL '95 for the Super NES.

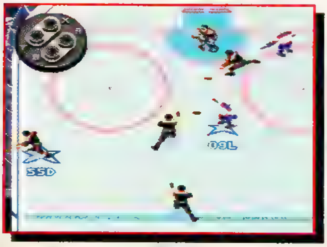


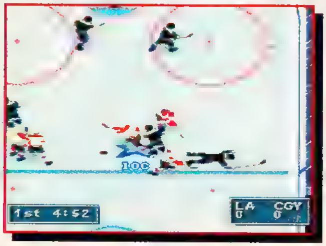
One-timers from inside the blue line and quick passing plays are the keys to bulging the twine and staying in the big leagues.

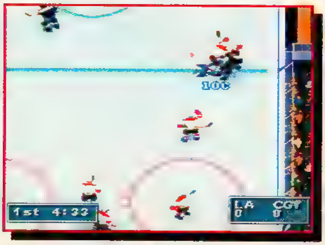




## REPLAYS RULE BOTH REVERSE ANGLE AND NORMAL VIEWS







Hard-hitting action awaits you and your gaming pals on the ice with EA Sports.

### NHL '95 BY ELECTRONIC ARTS

| | | | |
|---|---|---|---|
| **Graphics** | ★★★ | **Playability** | ★★★ |
| **Sound** | ★★★ | **Realism** | ★★★★ |

Here it is again, and better than before. This year's version of NHL brings us closer to the real thing with many more features involved. The hard-hitting action on the ice just got better with the animations of players. Of course the action has gotten much harder and the speed of the game has gone up. EA is truly the king of sports games.

**83%** Iceman

| | | | |
|---|---|---|---|
| **Graphics** | ★★★★ | **Playability** | ★★★★ |
| **Sound** | ★★★ | **Realism** | ★★★ |

This game kicks ICE. The larger player animations and the advanced AI of the gaming computer make the defense tougher and it's harder to score. Cheap deaks won't fool the goalie this year. The new Trading Option and souped-up processing speed make this game rock on the Super NES. The animations are excellent. The game is fun from start to finish.

**86%** Video Cowboy

# IT'S LIKE TOTALLY ALIEN MAN.

LICENSED BY
Nintendo
TOP GEAR 3000
WIN THE HYPER SPACE RACE!
KEMCO
SUPER NINTENDO
ENTERTAINMENT SYSTEM

WILD PICK UP ITEMS

FUTURISTIC RACING!

4 PLAYER MODE

SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE. YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE. SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS. DRIVING THE HOTTEST CARS OF THE 30 TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS. PLUS PRIZE BUCKS. BOOSTERS. ATTRACTOR BEAMS. ARMOR. WAAAGH! TOP GEAR 3000. IT'S, LIKE, LIGHT YEARS AHEAD.

KEMCO®

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SUPER NES

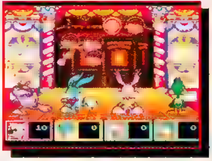
MANUFACTURER
KONAMI
CARTRIDGE SIZE
8
RELEASE DATE
DECEMBER
# OF PLAYERS
1 TO 4

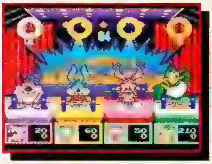
# TINY TOON wacky sports CHALLENGE Adventures

## WELCOME TO THE WACKY WORLD OF SPORTS

The Tiny Toons are back and competing in some of the wackiest sporting events around. Pick from four Tiny Toon characters and compete in the challenges as you try to win the one million dollar grand prize.

Compete in the ice cream-throwing event, weightlifting contests, a chicken dash (where you run along a cliff collecting stars, trying not to fall off the edge of a cliff), wood-chopping races, an obstacle course where you must race against the other characters to reach the goal, plus many more wacky sports from the world of Tiny Toons. This game is very mindless, and doesn't rely on much strategy. The only thing that will help you out in this game is how fast you can tap on the button. This is very crucial to achieve great speed and strength on the challenges. Now, compete and bring home the bread and butter!



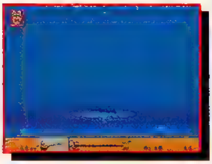


GENESIS

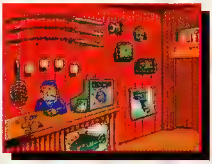
MANUFACTURER
T*HQ
CARTRIDGE SIZE
16
RELEASE DATE
JANUARY '95
# OF PLAYERS
1

# BASS MASTERS CLASSICS

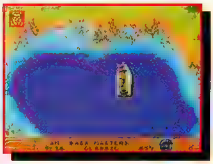
## CATCH SOME REAL BASS IN T*HQ'S 3-D FISHING GAME



In this 3-D fishing game you'll be able to see the fish swimming around the lake's floor. As you fish you can tell where the fish are and move your bait or lure toward them through the 3-D water. Catching a fish is not easy—it takes patience to find and hook the big ones. To make your fishing easier, visit the shop and look at the lures, reels, lines, and other equipment that will make you the master of the row boat.



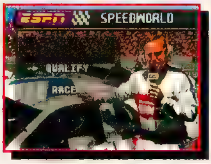
After finishing the Practice Mode, why not enter the tournament and collect some real green? First, pick from a variety of fishermen/women, each having different fishing styles. As you compete and collect money from the tournaments, you'll be able to upgrade your equipment to have the best fishing gear around. Take home a big one.



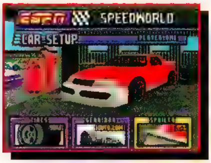
GENESIS

MANUFACTURER
SONY IMAGESOFT
CARTRIDGE SIZE
16
RELEASE DATE
DECEMBER
# OF PLAYERS
1 OR 2

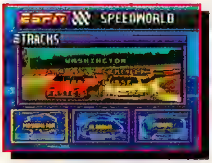
## GO UP THROUGH THE GEARS WITH ESPN SPEEDWORLD



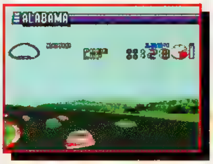
Time to change gears and speed out onto the many tracks of this game with the kings of 24-hour sports coverage. Take the advice of the doctor of the racing pits, Dr. Jerry Punch, and compete in a Single race, Season, or Head-to Head Mode.



Take your stock car out of the pits and onto the track to face some stiff competition.



You can even tweak your car settings to ensure that you get the most out of your car. Your computerized opponents aren't afraid to mix it up in the corners or in the straight-aways. Just make sure you're not asleep at the wheel so you can steer clear of the wreckage when one, two, or more cars get tangled up.



If you feel the need for speed, take it to the track with the many great racing options in this game. Study the track shape and the condition it is in. You can even pick the type of tires and the paint job you want on your car. I gave the Iceman a driving lesson, as I blew by him and captured the checkered flag and the Team EGM title.

# ESPN SPEEDWORLD

# FROM NOW ON, ALL FOOTBALL GAMES WILL BE JUDGED ON A SCALE OF 1 TO MADDEN '95.

"If you want, you can pass without windows to better see those receivers getting open down field."

"Grab a couple of guys, get a tournament together, and go at it."

"You gotta' have a full team. 48 of the best guys you can round up. Then bring 'em in and out at will."

"Pilin' em up. Pilin' em up. Season long player stats tell you who's pullin' their weight."

"When you got all those big guys out there bangin' around, injuries are bound to happen."

"This is what it's all about."

"BOOM! That one knocked the stuff right out of his locker."

"Some backs just high step right over you, others go right through you with a straight arm. Marshall Faulk might do both."

"Hey, after a tough day at work you wanna' do a little celebrating. Every year it's something new. Just ask Givins and Hill."

"This year we got the real players. Names. Numbers. They're in the game.*"

"The Cardinals 46, the Bucs Pirate, defenses from around the league. The real stuff."

"After a whole season of running, passing and hitting, it's a shame only one team gets to go home carrying this."

MADDEN 95
NFL
EA SPORTS

EA SPORTS
It's in the game.™

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis™ and GameGear™ Systems.

**Now available on SEGA GENESIS™ GAME GEAR™**

[illegible]

*Only available on Sega™ Genesis™ and Gamegear.™

# MADDEN NFL '95

**MANUFACTURER**
ELECTRONIC ARTS

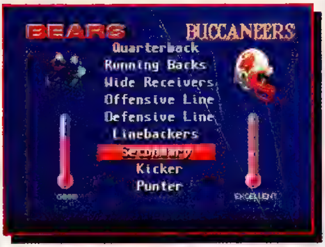
**CARTRIDGE SIZE**
16

**RELEASE DATE**
NOVEMBER

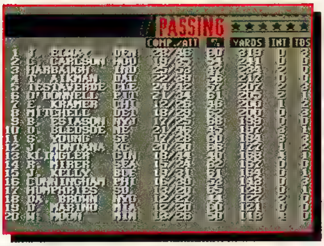
**# OF PLAYERS**
1 TO 4

## TIME TO KICK OFF ANOTHER EA SPORTS FOOTBALL SEASON

Time to park the gaming bus on the sidelines and give you the lowdown on FOX's newest football analyst. Madden's back and better than ever, in another realistic version of an exciting game. New player and scoreboard animations add even more excitement to what has been a consistently awesome game. This year (like in the past) the game features all 28 of your favorite NFL teams, their logos, and player rosters. You can make substitutions at any position. Player injuries that affect full-season stats and player availability are also included.

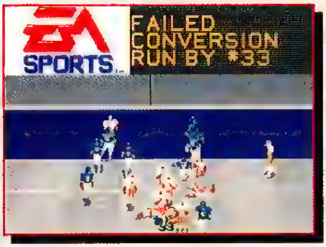


RUSHING
RUSHES
YARDS
AVG
FMB
TDS



A new World Record feature saves your personal best Madden achievements.

## ALL OF THE NEW NFL RULE CHANGES AWAIT YOU



If you enjoy heading out onto the gaming gridiron, then you can't go wrong.

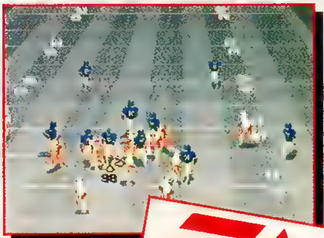
There is a new way to view your receivers—the passing windows are an option, but you can also remove the windows and scan your receivers as they run their patterns down field.

As they run, the A, B, or C button appears beneath them. Press the button for the open receiver.

If you love statistics, everything from tackles, interceptions, passing, and rushing stats are kept for you in the memory.

Can the members of your team make the gaming pro-bowl? Compare your numbers at the end of the season against the pros to see how you fare against your favorite NFL teams and players.

Each team has a 54-man roster and you can create up to 60 of your own players. Create your team's depth charts, because injuries can play a key factor in the Madden '95 gaming season.



The Iceman and I went head-to-head and had a lot of fun playing this game. This is one game you won't get tired of quickly and pigskin prognosticators of all ages will be hogging the controller once they get their first taste of Madden's newest tailgate party entry.

PASSING
COMP./ATT
%
YARDS
INT
TDS

Each player will be assigned skill ratings in up to 13 different categories.

## MADDEN NFL '95 BY ELECTRONIC ARTS

**Graphics** ★★★★ **Playability** ★★★★
**Sound** ★★★ **Realism** ★★★★★

I've been a dedicated fan of the Madden series. This year's version has my vote! New animations of players are welcome, as are the new plays that Madden has designed. Madden NFL '95 has many more features and options that you will enjoy like the specific injuries that happen on the field. Another great upgrade for all Madden fans!

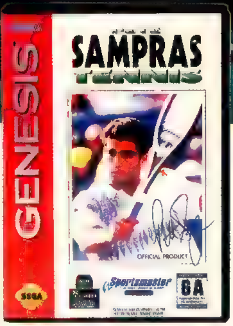
**89%** Iceman

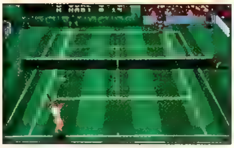
**Graphics** ★★★ **Playability** ★★★★
**Sound** ★★★★ **Realism** ★★★

The gaming gridiron wouldn't be the same without Madden, whose always pushing the envelope of great game play. This year's version is no different. It has new player animations and some new, innovative features to make it a real contender. The graphics don't have the zip they had in recent seasons. I'm disappointed with the look, but not with the way it plays.

**79%** Video Cowboy

4 PLAY
SAMPRAS TENNIS
TRIGGER





## Introducing the revolutionary NEW J-CART, the only cartridge that plays 4 at a time without adapters!

*Pete Sampras Tennis* just aced every tennis game on the market by serving you the J-Cart, the world's first game cartridge with 2 extra control pad connectors built right in! All other tennis games get caught in the net of needing separate hardware or extra adapters. Now you can play simultaneous 4-player games—no adapter required!

Developed by:

**Codemasters™**

You can match skills against Pete Sampras himself or any of 32 different computer opponents of all skill levels. Or host an 8-player tournament, all on your choice of grass, hard or clay courts.

Put yourself in center court with state-of-the-art graphics, sound effects and 18 World Tour locations.

*Pete Sampras Tennis* with the innovative new J-Cart. No extra hardware. No separate adapters. Just pure gaming action!

*Available on Sega™ Genesis™ and Game Gear™.*

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MANUFACTURER
ELECTRONIC ARTS

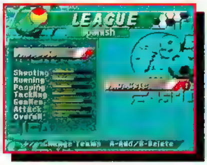
CARTRIDGE SIZE
16

RELEASE DATE
NOVEMBER

# OF PLAYERS
1 TO 4

# FIFA SOCCER '95

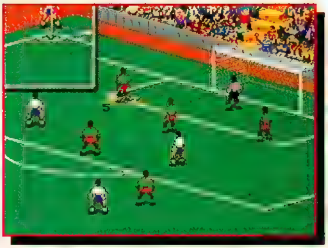
## KICK IT OFF WITH ANOTHER SEASON OF FIFA SOCCER



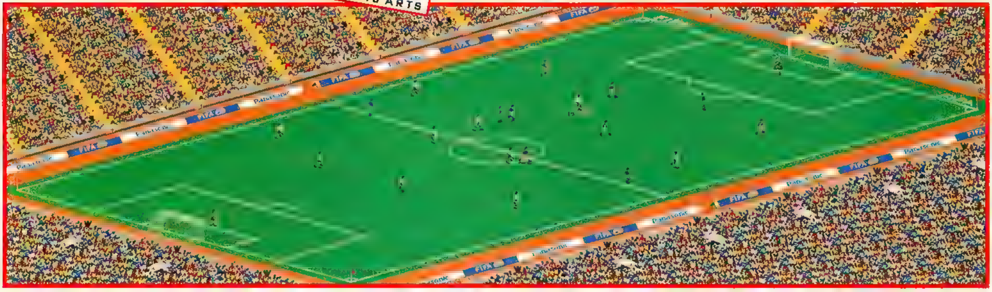
It's another season for FIFA fans. This year's version is similar to its predecessor—all of the features and options are intact. Play in Leagues, Tournaments, and Playoffs. In the League feature, you'll be able to pick a country to play in. Then pick the state that you'll be representing to compete against the others. Lastly, in the Playoff Mode you'll see a bracket of all of the teams that have made it to the playoffs and are now competing for the Championship Cup. You must win every game if you want to get to the finals.

FIFA's action on the field is just too real. All of the players' animations are so lifelike that the volley header, the bicycle kick, and the cool goalie saves are like watching the real thing. With the roaring crowd and the action on the field, you'll feel like you are actually in the stadium.

Even though the actual game is similar to last year's, this is a great sequel.



Every aspect of the game adds to the lifelike feel.



MANUFACTURER
SEGA

CARTRIDGE SIZE
*** ?? MEG ***

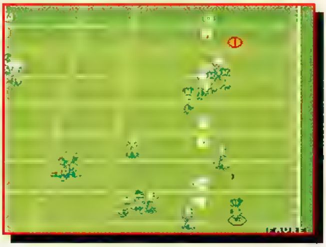
RELEASE DATE
*** ?????? ***

# OF PLAYERS
1 TO 4

# NFL '95

## SEGA'S COMING BACK WITH THEIR '95 EDITION OF NFL

Sega had their hands full when they were producing NFL '95. In *EGM* #62 I mentioned this game and the features it has. The newest feature, the visual perspective of the field while in the sequence of passing, has greatly changed the way the game plays and the way you view your receivers in order to more accurately know when to pass the ball to them. But, this is not the only feature that makes the game flow. The animations of the players have been improved to give you a more realistic feel of the game.

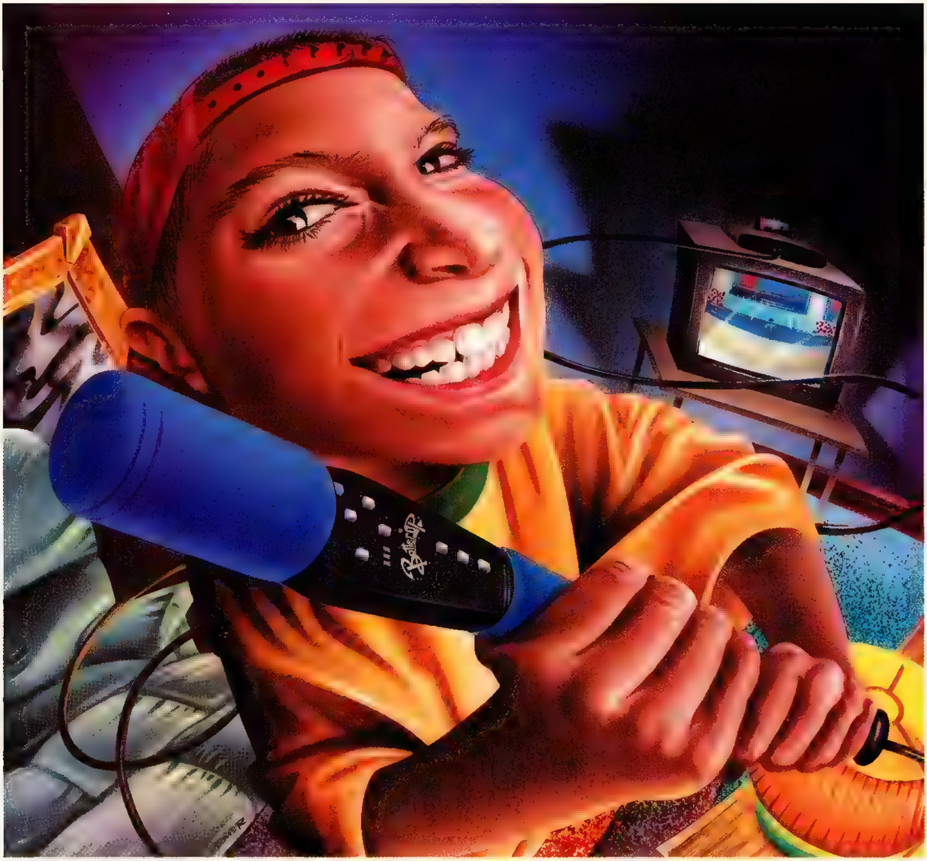


The animations of players have been improved, giving it a more realistic feel!

MONEY PLAYERS

In the stats department, NFL '95 is loaded with stats, down to the very last player. Improve your stats and records as you continue your road to the Super Bowl. In-depth, extensive stats of football players and team records are in here. Create your own team of players to go against the best teams in the league.

Enjoy the game on another level as you plug in the Team Player and play four players at one time. This is one cool football game!



# Baseball action so realistic, you'll be tempted to cork the bat.

The new Batter Up™ electronic bat lets you swing against the toughest pitchers in the major leagues. But forget about pressing buttons on a boring controller. With Batter Up™, your biceps control the bat, not your thumbs. And there's no room for whiffers. Best of all, it's compatible with the most popular video baseball games around. Pick it up at your favorite video game retailers. Game systems and cartridges are each sold separately. And remember, don't wear your cleats in the living room.

Batter Up™
IT'S A HIT!

SPORTS SCIENCES INC

available for
SEGA™ GENESIS™ and SUPER NES®

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THIS WAS NOT A WINDSHIELD. THIS
ubi SOFT
vivid image

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WAS A TV SCREEN.

SOME RACING

With 24 tracks to crash on, who needs sleep?

GAMES ARE MORE

Cars, fighting and soccer. Go figure.

IN YOUR FACE

Play head-to-head-to-head-to-head.

THAN OTHERS.

STREET RACER™

COMING THIS NOVEMBER
FOR THE SUPER NES®.

LICENSED BY
Nintendo

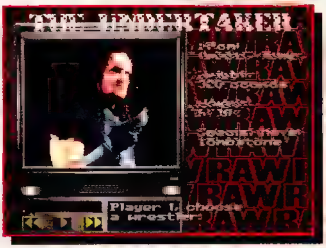
# WWF™ raw

**MANUFACTURER**
ACCLAIM

**CARTRIDGE SIZE**
24

**RELEASE DATE**
NOVEMBER

**# OF PLAYERS**
1 TO 4



THE UNDERTAKER

Player 1, choose a wrestler

## GET READY TO RUMBLE WITH THE STARS OF THE WWF

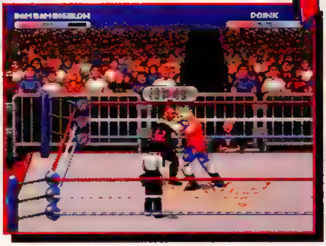
Wrestling fans get ready to take it to the ring once again with an all-new, ring-rocking adventure.

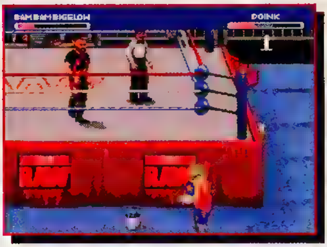
Let's take a trip inside the ring to find out what new features are included in this massive 24-Meg power cart. All of your favorite characters who haven't jumped ship and gone to the WCW, are waiting to perform their signature moves on you. Choose from any one of 12 of the finest grapplers in wrestling, with their own realistic performance attributes built into the artificial intelligence of the game. Speed, strength, stamina, weight, aggression, and style—all of these things are factored in, making this game very realistic, both inside and outside of the ring.

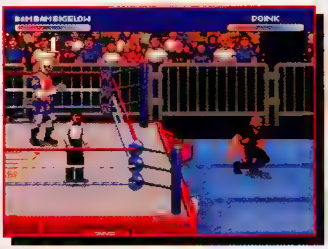
This game has everything wrestling fans will need, including special, super-human mega-moves that can be accessed with secret button combinations. Cannon balls off of the turnbuckles, and field goal kicks out of the ring can be performed.

For those of you who enjoy tag-teaming action with your pals, WWF RAW is the first four-player wrestling game. Gamers can use the Sega four-person adapter and climb into the ring to slam it out.

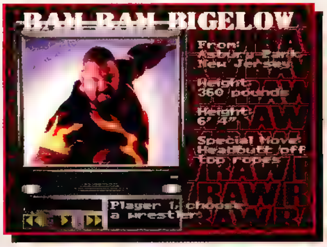
It's also the first time that a female wrestler has been included in a game.







Fighting outside of the ring couldn't be more fun with the chair and the bucket.



BAM BAM BIGELOW

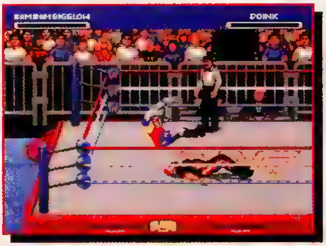
From:
Asbury Park
New Jersey

Weight:
360 pounds

Height:
6' 4"

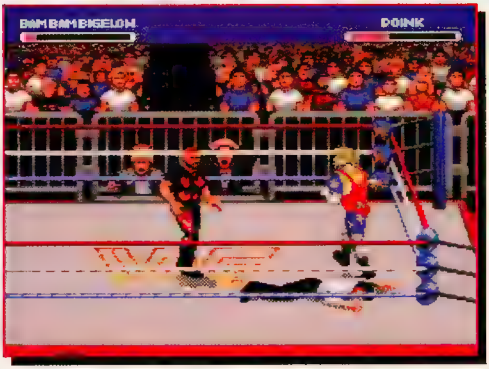
Special Move:
Headbutt off top ropes

Player 1, choose a wrestler

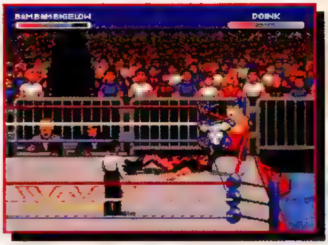


The dreaded Luna Vachon is ready to launch her attacks against any one of the other 11 wrestlers in the game, including the 1-2-3 Kid, Bret Hart, Diesel, Doink, Lex Luger, Yokozuna, The Undertaker, Shawn Michaels, Razor Ramon, Owen Hart, and Lex Luger.

Gamers will be glad to know that the wrestlers can climb any of the four turnbuckles and take to the air in this solid WWF game.



Put the referee down for the count, while you get ready to inflict major punishment on your wrestling opponent.



You can come off the top rope from any corner and come down with some power.

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# TECMO® GAMES ARE FOR TRUE SPORTS FANS!

If you're a true sports fan, you deserve the quality of Tecmo Sports Games. Every possible detail from the actual sport has been incorporated into every Tecmo game.

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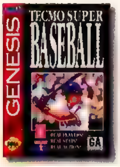
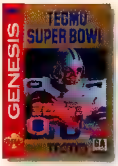

GENESIS
TECMO SUPER
BASEBALL
GA

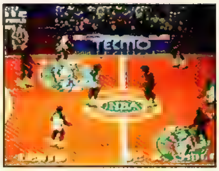
TECMO
SUPER
BASEBALL

BASEBALL
REGULAR SEASON
1993 SEASON
TEAM CONTROL
SCHEDULE
GAME START
STANDINGS
BATTING LEADERS
PITCHING LEADERS
TEAM DATA
PLAY SEASON

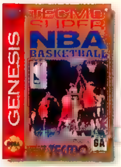
- Tecmo's unique menu driven environment.
- Genuine player baseline stats.
- Real players.
- Real game schedules.
- Player injuries.
- Create your own star teams from real players.
- Battery Season Saver.
- Instantaneous statistical update.
- Team & player rankings & stats.
- Changeable team line-ups.
- Call & execute plays.
- Reset feature to clear saved statistics.
- 3 difficulty settings.
- Play tournament style.
- Player substitutions.
- Pick-up & play pre-season mode.
- Regular, reduced or short seasons.
- Computer vs. computer simulation mode.


GENESIS
TECMO
SUPER BOWL
TECMO
GA

TECMO SUPER BOWL



COMING SOON
TECMO® SUPER
HOCKEY!™


GENESIS
TECMO
SUPER
NBA
BASKETBALL
TECMO
GA

TECMO SUPER NBA BASKETBALL
SUPER NINTENDO

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GAME HINT: *The more you know and understand about your favorite sport the more successful you'll be playing Tecmo Sports Games.*

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TECMO 16 Bit SPORTS

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GA Appropriate for all audiences

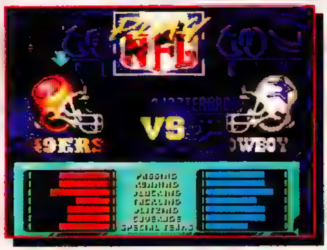
# QB CLUB

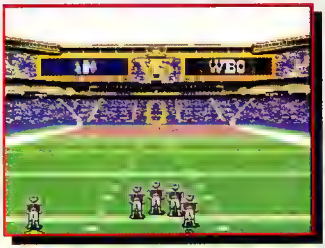
MANUFACTURER
ACCLAIM

CARTRIDGE SIZE
24

RELEASE DATE
DECEMBER

# OF PLAYERS
1 TO 4





The new rule changes including kickoffs from the 30-yard line are in the game.

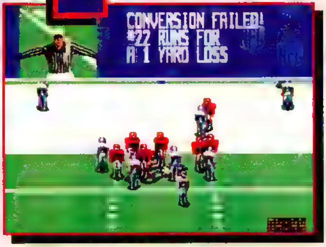
## ACCLAIM HOPING TO SET NEW FOOTBALL GAMING STANDARD

Acclaim has done their homework and hope to set the new football gaming standard. Having their work cut out for them, Acclaim has to provide a good play book. All they have to do now is to put on the pads and take it to the gaming field.

All 28 of your favorite NFL teams are featured in this game, including team names and logos, as well as the NFL Player's Association licensed Quarterback Club, and 20 top QBs.

The game is 24-Meg and there are very few things the producers of this game didn't think of when designing this game.

QB CHALLENGE
NFL
SIMULATION

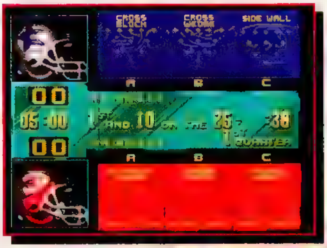


CONVERSION FAILED!
#22 RUNS FOR
A 1 YARD LOSS

## FOOTBALL FANS WON'T WANT TO BE WITHOUT THE CLUB

On offense you can control the man in motion, setting up a virtually unlimited number of offensive plays.

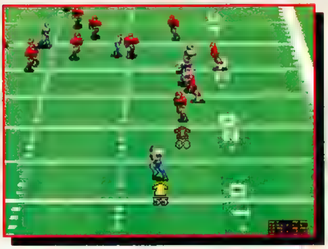
There aren't any passing windows, instead you can see the entire field of play. When your receiver goes out of range, three colored lights determine what coverage you are facing. A red light means double coverage, or your man is covered like a blanket. A yellow light means the coverage is fair and be cautious. The green light means put one up cuz your man is wide open.

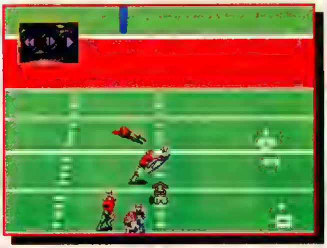


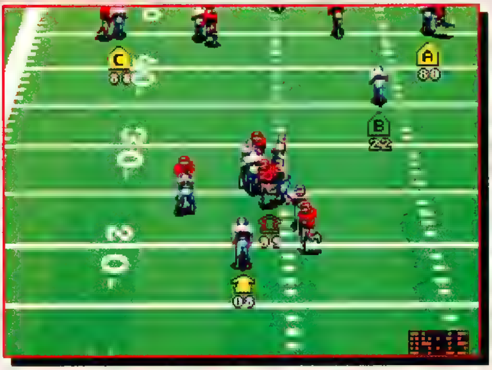
The concept of the lights works plus the passing and play calling functions are easy to understand and execute.

On defense you can choose from 216 plays by flipping through a menu. Instant replays are included with a Smoot Cam, isolated view on key players, and the game is compatible with the six-button controllers. Football fans won't want to play football without The Club.

## PLAY HARD, GO DEEP, OR STAY ON THE COUCH







The colored arrows tell you how open your receivers are, plus which button to push to get the open man the ball and a first down.

WWF
RAW™
IS
WAR

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ALL NEW MEGA-MOVES LIKE THE CANNONBALL...

**GAME BOY®**

AND THE FIELD GOAL KICK!

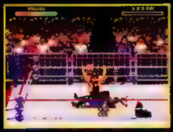
**WWF® RAW™**

FIRST 4-PLAYER WWF GAME!

**GENESIS™**

OUT-OF-THE-RING MAYHEM!

**GAME GEAR™**



NEW PINS AND SUBMISSIONS!

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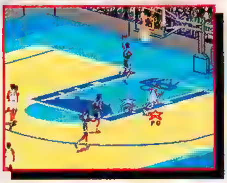
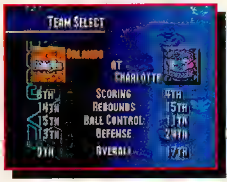
Acclaim® entertainment inc.

**MANUFACTURER**
ELECTRONIC ARTS
**CARTRIDGE SIZE**
16
**RELEASE DATE**
NOVEMBER
**# OF PLAYERS**
1 TO 4

# NBA LIVE 95

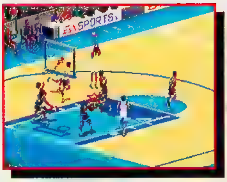
## FEATURING THE NBA TEAMS IN NBA LIVE '95 FOR THE GENESIS





TEAM SELECT
ORLANDO
AT
CHARLOTTE

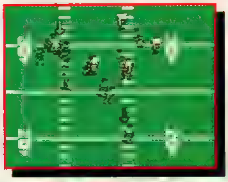
| | | |
|---|---|---|
| 5TH | SCORING | 4TH |
| 14TH | REBOUNDS | 15TH |
| 15TH | BALL CONTROL | 11TH |
| 13TH | DEFENSE | 24TH |
| [illegible] | OVERALL | 17TH |

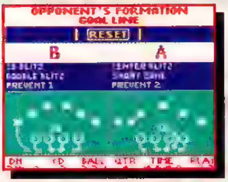


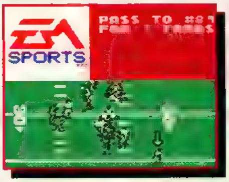
Ever since Electronic Arts began making basketball games for the Genesis, the graphics and game play have greatly improved. Now, with the new 30-degree perspective of the court and awesome new animations of players, NBA Live '95 is the best yet. All of your favorite players from the league are here. All-new dunks from different angles toward the basket make this cart jam! Check out the awesome alley-oops! Run different styles of defense and offense from the playbooks of the NBA. This game features all-season play, playoff, and the championship. Injuries are included as well. You may have to sit out of several of the games depending on the injuries you've received. In-depth stats of players can be saved and improved throughout the season. These are just a few of the features this game offers. NBA Live '95 is a totally cool game. You won't want to miss this one!

**MANUFACTURER**
T*HQ
**CARTRIDGE SIZE**
4
**RELEASE DATE**
NOVEMBER
**# OF PLAYERS**
1 OR 2

## MADDEN SETS UP HIS PLAYS ON THE GAME BOY







The 16-Bit title has reached the Game Boy. With the help of Madden himself you're able to use his very own plays on the field. Run a variety of offense and defense plays.

For a Game Boy title, the graphics and the action on the field are quite noticeable. Of course, you can plug the game into a Super Game Boy and watch the hard-hitting action on a real screen.

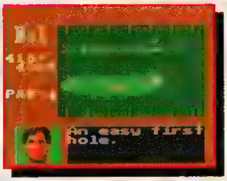
Madden '95 surprisingly has stats that shows you the teams' performances. In picking your team, notice the Comparison Screen where you're able to see who is the better of the two.

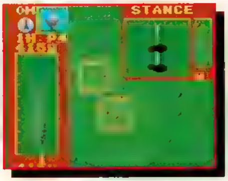
If you've been waiting for that perfect football game for your Game Boy, here it is.

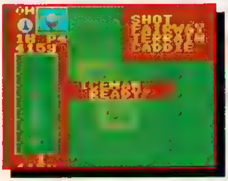
# madden '95

**MANUFACTURER**
SEGA
**CARTRIDGE SIZE**
4
**RELEASE DATE**
NOVEMBER
**# OF PLAYERS**
1 TO 4

## SEGA HAS SIGNED UP A TRUE GOLF PLAYER







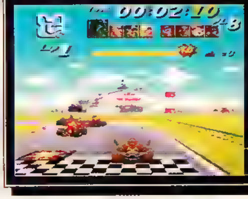
Welcome to the world of golf,as Fred Couples hosts his own golf game for the Game Gear. View never-before-seen images of Fred as he takes you on his favorite courses.

Although it isn't 16-Bit, the graphics are incredible. Features like cinemas and in-close action of the game make this even better.

Play in the Practice Mode or if you're ready to play against the pros, grab your gear and compete in the tournament, allowing you to win money. Increase the difficulty setting to increase the challenge. Don't forget tips from your caddy and Fred himself.

# Fred Couples GOLF

## STREET RACER BY UBI SOFT



This is one fast-paced comical racing game. You get to race, play soccer, or be in a bumper car contest. What else can you ask for? The driving perspective runs smoothly, with great sounds in the background. Tons of great tracks to race on. Cool game.

SUPER NES 78% Iceman

# HOOP IT UP WITH THE #1 RAP STARS!

Stomp or be stomped! It's survival of the hippest when you're outshooting & outsmarting top rap stars in the streets of Chicago, L.A., New York, Houston & Atlanta. Only one thing's for sure:

# RULES ARE FOR FOOLS

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ELECTRONIC GAMING MONTHLY

namco®
The Game Creator

## TO ENTER:

Fill out the entry form below (or print your name, complete address, phone number, sex, and age on a 3" x 5" card):

Name________________________________ Age:________

Address______________________________________

City______________________ State_____ Zip Code________

Phone (_____)________________________ Sex: ☐ M ☐ F

And mail to:
Namco Hometek, Inc.
Attn: Pac-Man 2: The New Adventures Vacation Giveaway
P.O. Box 641390
San Jose, CA 95164-1390

## CONTEST PRIZES!

**1 GRAND PRIZE:** (Approximate retail value $4,000)

- Trip for 4 to Disney World, Orlando (4-days, 3 nights—hotel, airfare, passes to Disney World & Universal Studios)
- One Super Nintendo hardware system
- One Genesis system
- Library of Namco's current Pac-Man games
- $100 worth of game tokens for CyberStation® and Aladdin's Castle℠ arcades
- One official Namco Pac-Man 2 mug
- One T-shirt and one-year subscription to *EGM*

**1 FIRST PRIZE:** (Approximate retail value $600)

- One Super Nintendo hardware system
- One Genesis system
- Six of Namco's Pac-Man games
- $50 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to *EGM*

**5 SECOND PRIZES:** (Approximate retail value $400)

- Choice of Super Nintendo or Genesis system
- Four of Namco's Pac-Man games
- $25 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to *EGM*

**10 THIRD PRIZES:** (Approximate retail value $150)

- Two of Namco's Pac-Man games
- $15 worth of tokens from CyberStations and Aladdin's Castles
- Namco Mug, one T-shirt and one-year subscription to *EGM*

Contest Rules: 1. No Purchase Necessary. To enter, mail a standard sized postcard to the address specified above. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Contest expires December 16, 1994. Entries must be received by December 16, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes. 1 Grand Prize: Air transportation (to be selected by Sponsors) for four to Orlando, Florida from nearest gateway city and hotel accommodations (to be selected by Sponsors) in Orlando, Florida for four people (two rooms) for 4 days, 3 nights (one of which shall be Saturday), and passes for 4 to Walt Disney World and Universal Studios. Travel must occur between May 1 and August 31, 1995, and is subject to availability. Winners will be determined by a random drawing from all valid entries by Namco Hometek, Inc. whose decisions are final. Drawing to be held on or about January 15, 1995. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. Odds of Winning. The odds of winning will be determined by number of valid entries received. 4. Eligibility. Contest open to residents of United States only. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. If a minor wins a travel prize, winner must be accompanied by a parent or legal guardian on said travel. Travel companions must sign a liability release. All personal expenses, all ground transportation charges, all meals and all gratuities of grand prize winner and travel companions are the sole responsibility of the grand prize winner. Employees of Namco Hometek, Inc., CyberStation and Aladdin's Castle, Sendai Publishing Group, Inc., Decker Publications, Inc., and their respective affiliates are not eligible. Neither Sponsors nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List. For a list of winners, available after February 17, 1995, send a stamped, self-addressed envelope to Pac-Man 2 Winners List, Namco Hometek, Inc., 150 Charcot Avenue, Suite A, San Jose, CA 95131-1102. Requests for winners lists must be received by April 30, 1995. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state, and local regulations apply. 7. Sponsors. Contest sponsored by Namco Hometek, Inc., CyberStation and Aladdin's Castle, Sendai Publishing Group, Inc., and Decker Publications, Inc. Neither Nintendo of America Inc., Sega of America, Inc., Walt Disney World nor Universal Studios are sponsors of this contest. Pac-Man 2: The New Adventures™ and © 1994 Namco Ltd. All rights reserved. CyberStation® and Aladdin's Castle ™ Namco Ltd. All rights reserved. *EGM*™ and *EGM*™ are trademarks of Sendai Publishing Group, Inc. *EG*™ is a trademark of Decker Publications, Inc.

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JACK KIRBY: 1917-1994
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HEML1

# DONKEY KONG COUNTRY

It was a dark and stormy night and Diddy Kong was on guard watch, making sure no harm would come to Donkey Kong's treasured stockpile of bananas. While on duty, Diddy was ambushed by Kommander K. Rool and his henchmen. They waisted no time in taking all of the bananas and placing Diddy in a barrel. The next morning Donkey Kong finds his way to his cave only to discover that his bananas and his little buddy Diddy are missing. In a rage, Donkey Kong promises revenge and starts out on this adventure to find Diddy and reclaim his bananas. Early in the game you will find Diddy, then it is up to the two of you to defeat Kommander K. Rool and locate your bananas.

## FACT FILE

### DONKEY KONG COUNTRY

| MANUFACTURER | # OF PLAYERS |
|---|---|
| NINTENDO | 1 OR 2 |
| DIFFICULTY | AVAILABLE |
| MODERATE | NOVEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 32 MEG | 60+ |
| THEME | % COMPLETE |
| ACTION | 75% |

**THE GOOD**

Without a doubt, this is the best game the Super NES has ever seen.

**THE BAD**

Excuse me ... the what? Not in this game!

**THE UGLY**

Any other game after playing this masterpiece.

## Helpful Icons:

These items will help you receive free guys throughout the game.

**Banana:**

Grab 100 for a free guy.

**Bananas:**

Each banana bunch is worth 10.

**Balloon:**

A balloon gives a free guy.

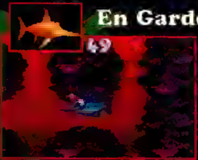
**Letter:**

Spell K-O-N-G for a 1-Up.

## Animal Tokens:

When you find three of the same gold tokens, you will go to the bonus stage.

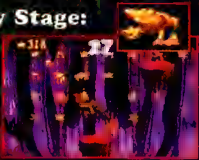
### En Garde Stage:



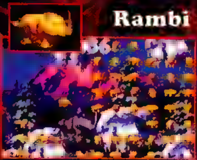
Collect as many tokens as possible when you swim through the coral.

### Winky Stage:

As Winky, you will be able to jump up to some pretty high parts of this cave.



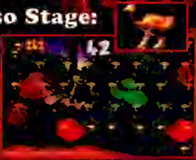
### Rambi Stage:



Charge your way through this ice stage as Rambi. Be sure to watch your step.

### Espresso Stage:

With wing-assisted leaps Espresso can grab several tokens with one shot.



## Barrels & Kegs:

Here are all of the barrels that Donkey and Diddy can use during the game.

DK BARREL—This barrel will have your friend inside if you're by yourself. Break the barrel to release him.

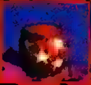
STEEL KEG—The keg won't break. After you throw one, it will keep rolling. You can even ride on it.

REGULAR BARREL—These common barrels make a great projectile weapon against enemies.

TNT DRUM—They explode on impact. It will defeat almost any enemy and break open hidden doors.

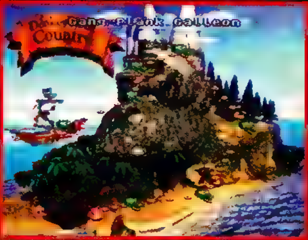
BARREL CANNON 1—When you're inside this barrel, press the B button to launch yourself out of it.

BARREL CANNON 2—When you're inside this barrel you will automatically be shot out of it.

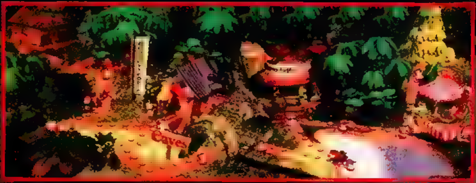


CONTINUE BARREL—Hit this barrel, so if you die you will restart at that point.

## Donkey Kong Atlas:



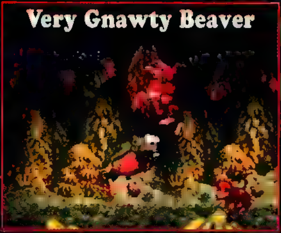
Here's the map of the seven locations you go through to take on Kommander K. Rool.



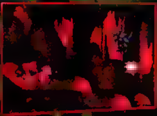
## Level One: Kongo Jungle

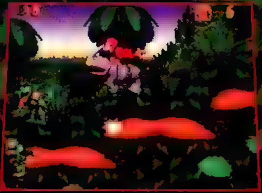
In the first section of the level, you will find your little buddy Diddy. For the most part, the levels here are straightforward. Be sure to break barrels on the side of hills to find secret paths. You will also be able to find Rambi and En Garde in this level.

### Very Gnawty Beaver

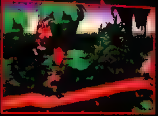


To destroy this Boss, you must jump on his head repeatedly. Be sure that the beaver is on the ground to ensure a safe hit.



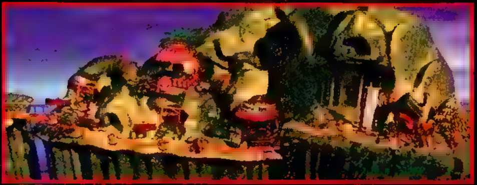


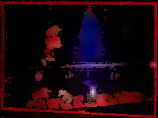
Go for a ride on Rambi as you storm past the enemies in the level.

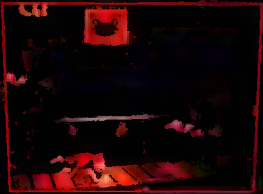


## Level Two: Monkey Mines

Inside the Mines, there's a Mine Cart Level that gives Donkey and Diddy the ride of their lives. The majority of the levels here have a dark, ominous look to them, so be alert for anything and everything that happens. Winky is just waiting to help out here.

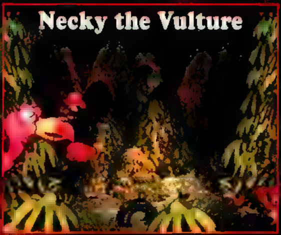




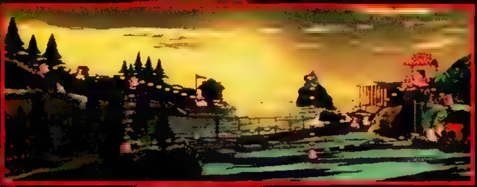


Jump on top of the vultures so you can get to Winky.

### Necky the Vulture

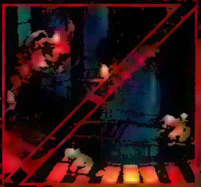


As soon as Necky appears on screen, jump on the tire to gain some extra height so you can land on top of Necky's head.

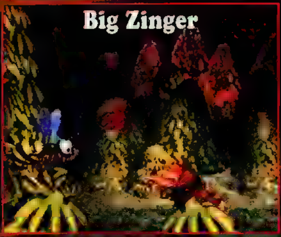


## Level Three: Vine Valley

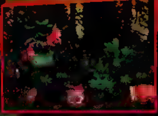
The Vine Valley is mostly made up of two main forest levels. The most difficult aspects of this level are the bees. The only way you can hurt them is by throwing a barrel their way. Prepare yourself for an intense ride on the rope section.

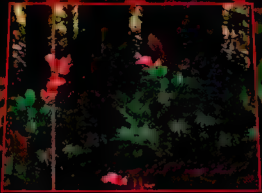


### Big Zinger

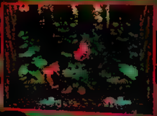


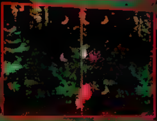
Grab the barrels and throw them at the Big Zinger. Wait for him to turn back to his original color before hitting him again.



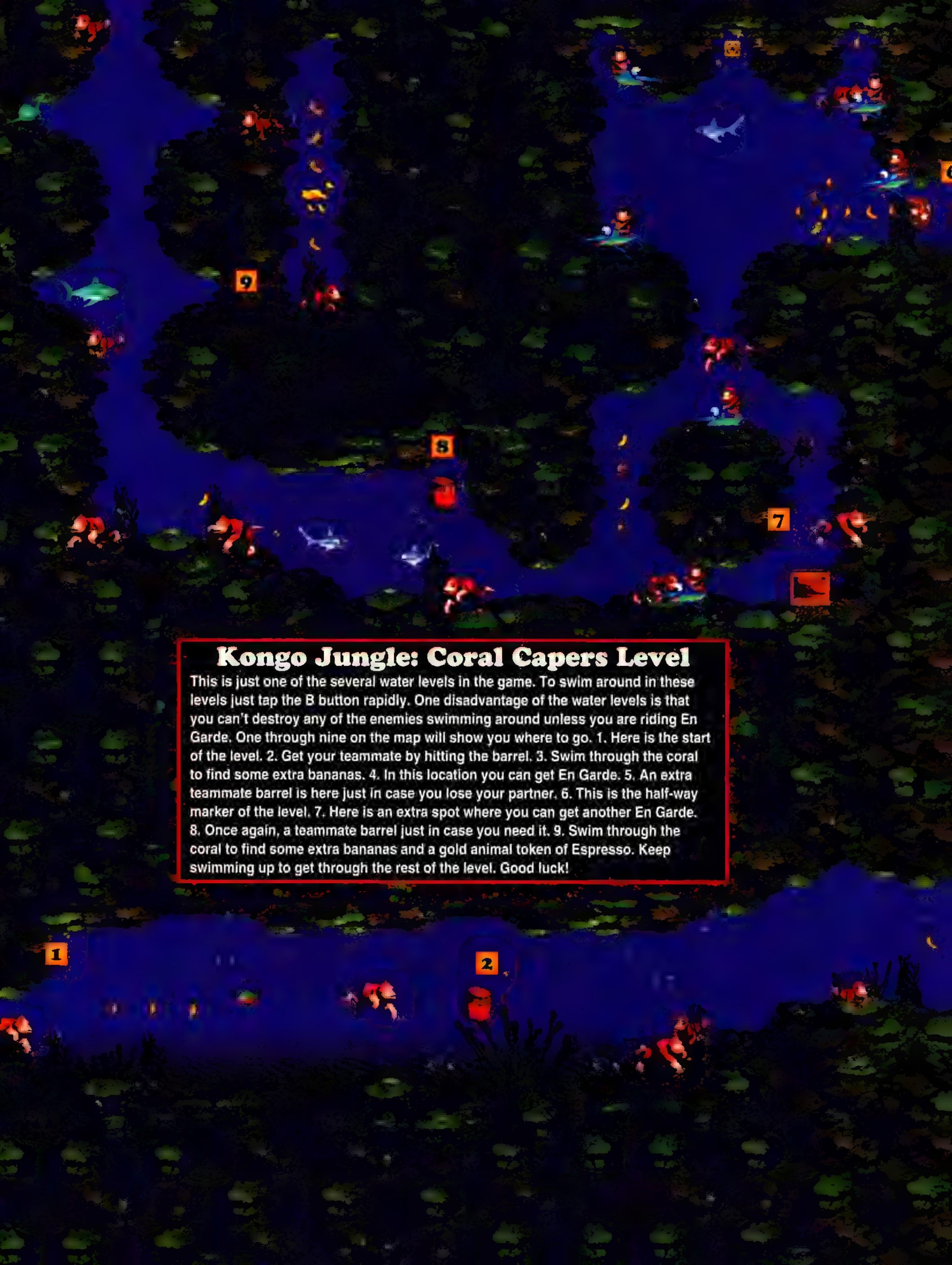


Climb up and down the vine as it moves toward incoming vultures.



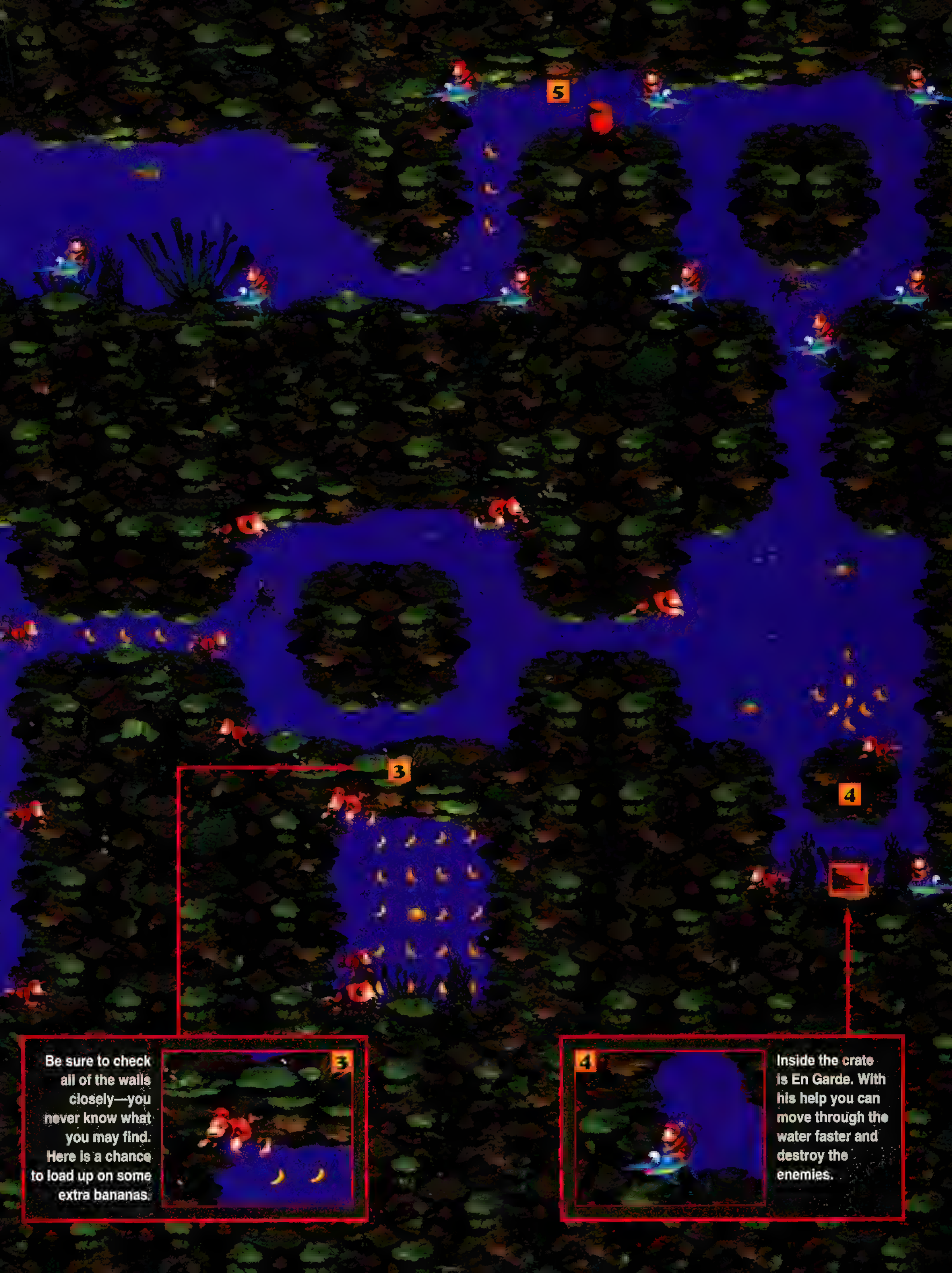


Artwork provided by Nintendo of America / Alias Research inc. Special thanks to Aaron Cartozian!



## Kongo Jungle: Coral Capers Level

This is just one of the several water levels in the game. To swim around in these levels just tap the B button rapidly. One disadvantage of the water levels is that you can't destroy any of the enemies swimming around unless you are riding En Garde. One through nine on the map will show you where to go. 1. Here is the start of the level. 2. Get your teammate by hitting the barrel. 3. Swim through the coral to find some extra bananas. 4. In this location you can get En Garde. 5. An extra teammate barrel is here just in case you lose your partner. 6. This is the half-way marker of the level. 7. Here is an extra spot where you can get another En Garde. 8. Once again, a teammate barrel just in case you need it. 9. Swim through the coral to find some extra bananas and a gold animal token of Espresso. Keep swimming up to get through the rest of the level. Good luck!

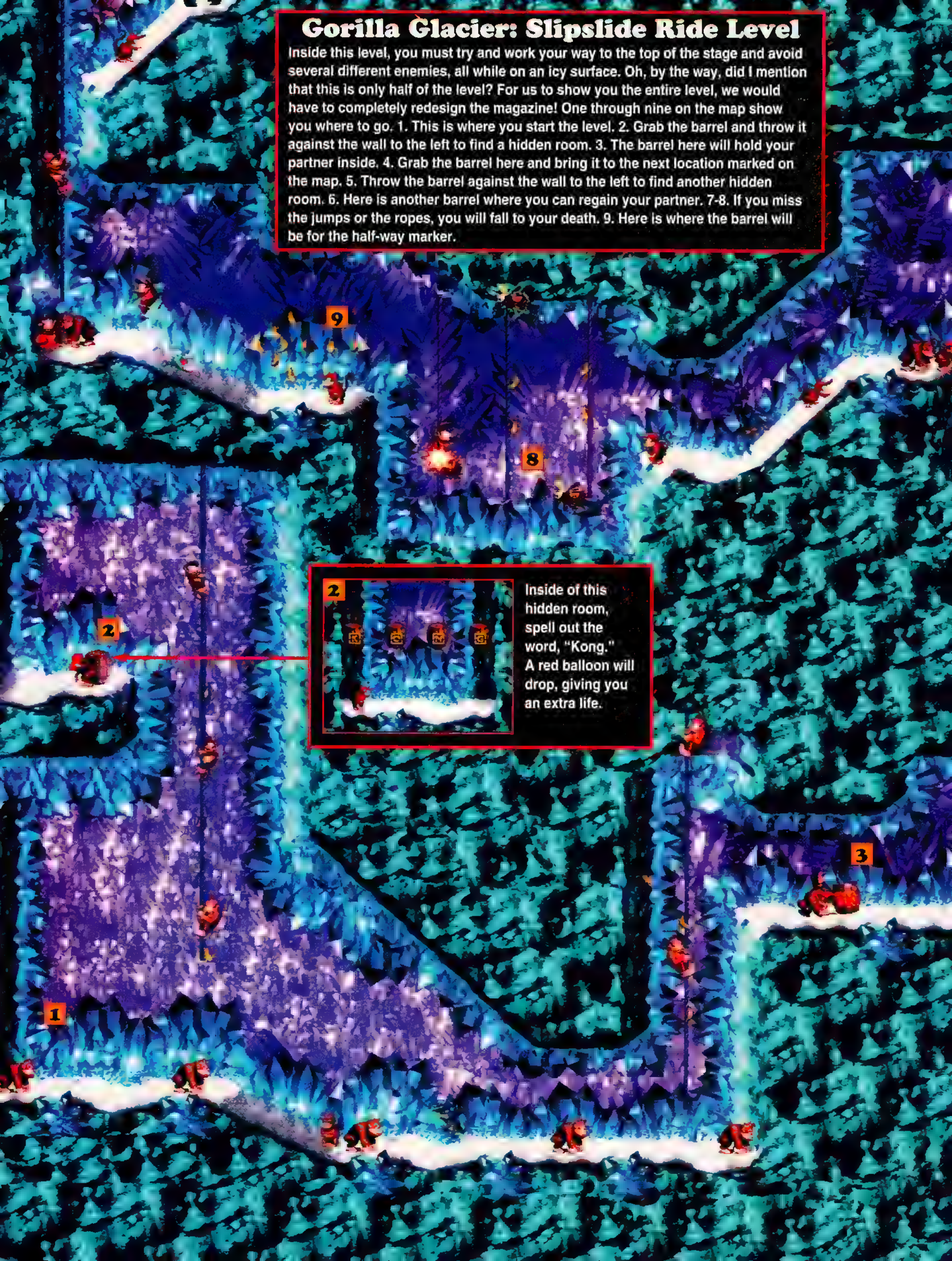


Be sure to check all of the walls closely—you never know what you may find. Here is a chance to load up on some extra bananas.

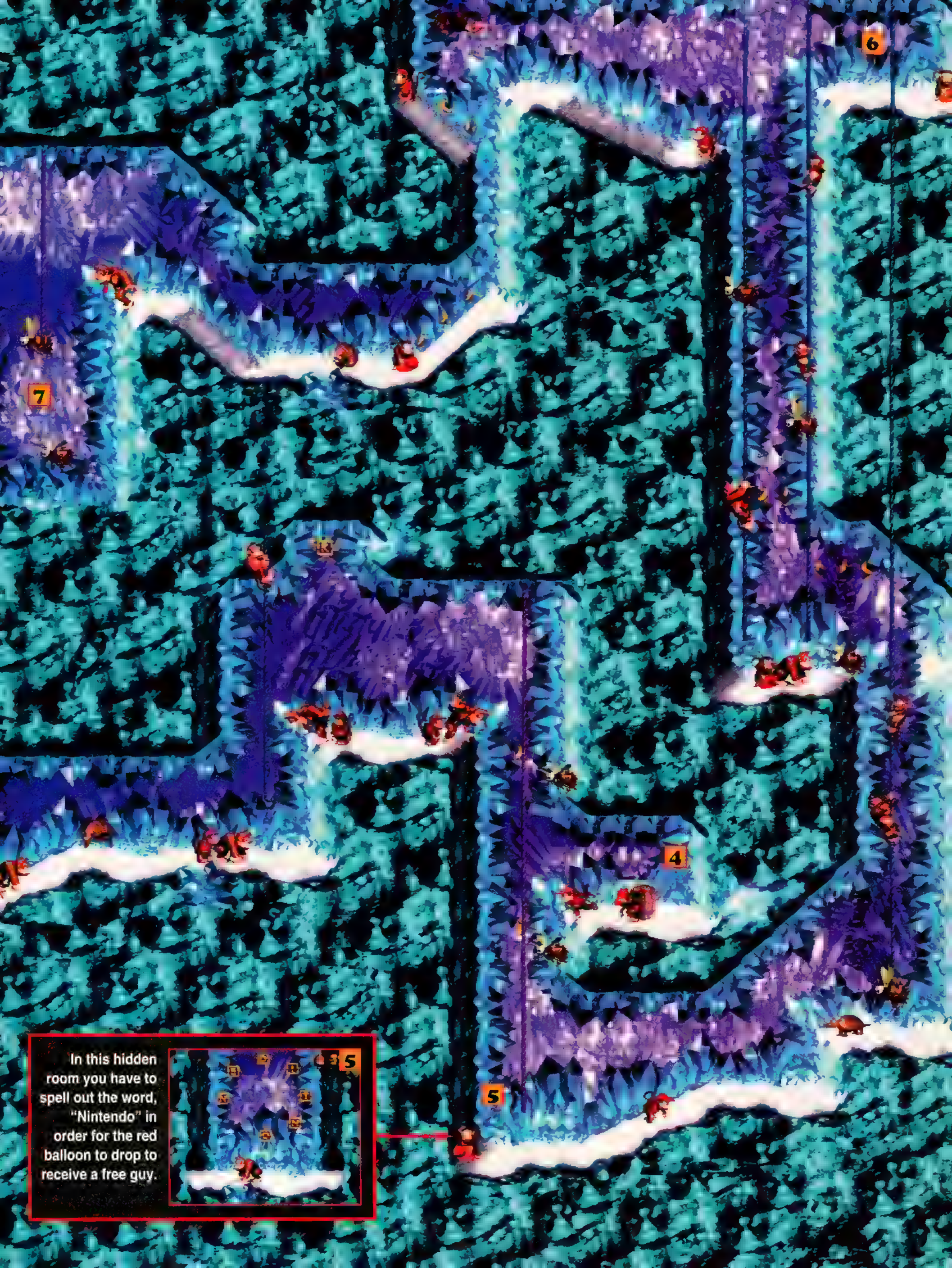
Inside the crate is En Garde. With his help you can move through the water faster and destroy the enemies.

## Gorilla Glacier: Slipslide Ride Level

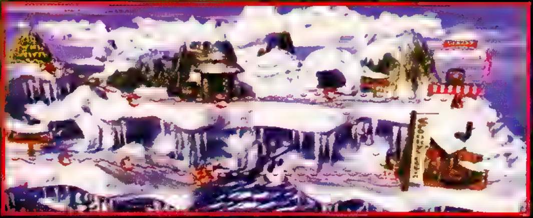
Inside this level, you must try and work your way to the top of the stage and avoid several different enemies, all while on an icy surface. Oh, by the way, did I mention that this is only half of the level? For us to show you the entire level, we would have to completely redesign the magazine! One through nine on the map show you where to go. 1. This is where you start the level. 2. Grab the barrel and throw it against the wall to the left to find a hidden room. 3. The barrel here will hold your partner inside. 4. Grab the barrel here and bring it to the next location marked on the map. 5. Throw the barrel against the wall to the left to find another hidden room. 6. Here is another barrel where you can regain your partner. 7-8. If you miss the jumps or the ropes, you will fall to your death. 9. Here is where the barrel will be for the half-way marker.



Inside of this hidden room, spell out the word, "Kong." A red balloon will drop, giving you an extra life.



In this hidden room you have to spell out the word, "Nintendo" in order for the red balloon to drop to receive a free guy.

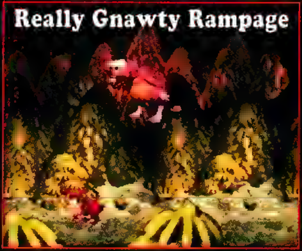


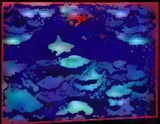
## Level Four: Gorilla Glacier

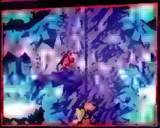
One of the most impressive levels in the game. The snow effects are great, plus play a big part in your visibility and movement. There is also a Dark Cave Level that you need the help of Squawks the parrot to surpass.

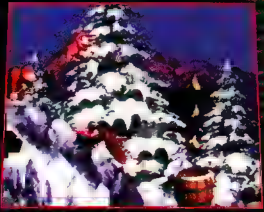
Kill the beaver the same way as in the first level. The Boss' pattern has changed. His jumps are more unpredictable.

### Really Gnawty Rampage

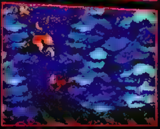


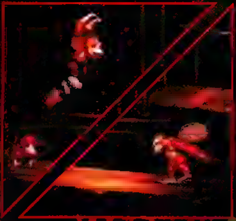






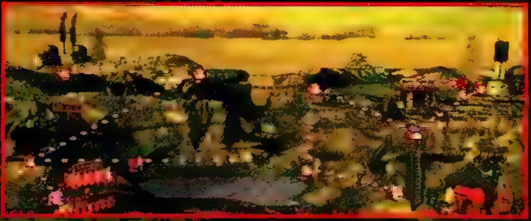
Jump on top of the vulture and land inside the barrel.

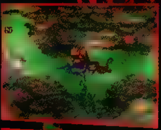


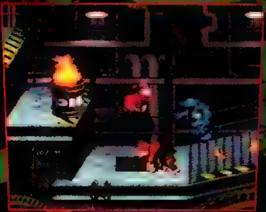


## Level Five: Kremkroc Industries

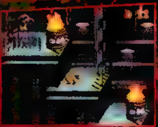
In the Kremkroc Industries, you must work your way through polluted waters and caverns. The main section of the level is an industrial warehouse—the lights inside are constantly being turned off. Just take your time in this section.



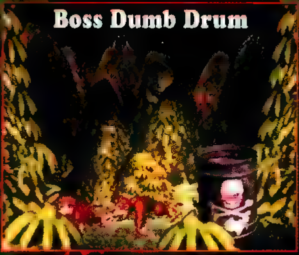




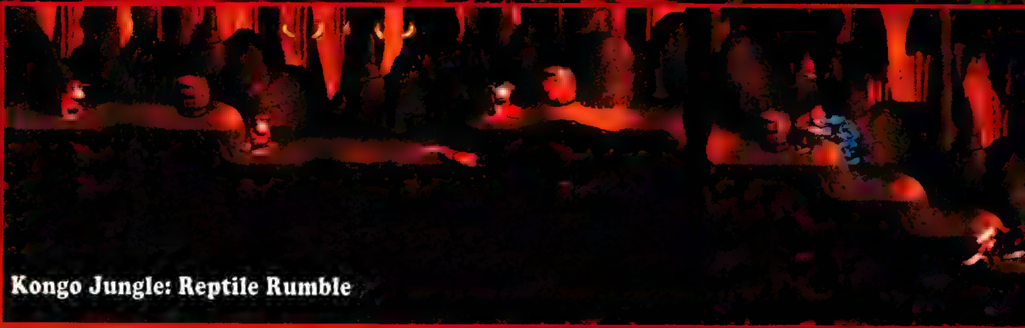
Enemies are right on the other side of the flaming oil drum.



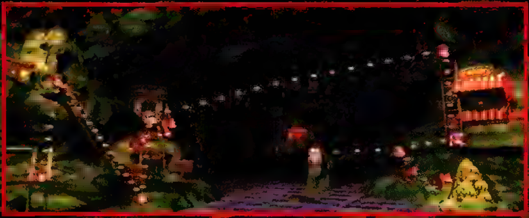
### Boss Dumb Drum



The drum drops down from the top of the screen and spits out enemies. Avoid it and destroy the enemies to defeat the Drum.



### Kongo Jungle: Reptile Rumble

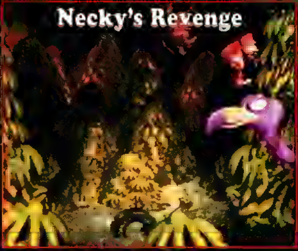


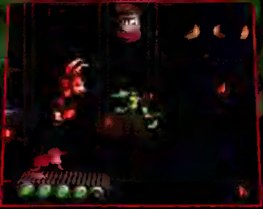
## Level Six: Chimp Caverns

This is one of the hardest levels in the game. In most of the stages here you must have perfect timing of all of your jumps. The enemies are also a bit tougher and are strategically placed, giving you the ultimate challenge.

Repeat the same pattern as in Level Two. Necky spits out more than one bolder at a time here, making it harder to jump on his head.

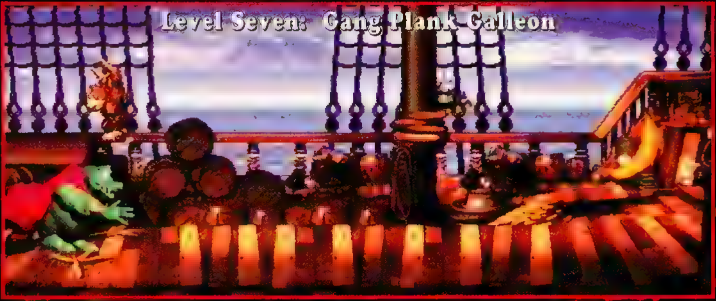
### Necky's Revenge



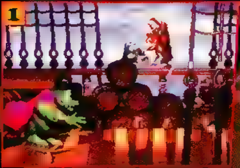


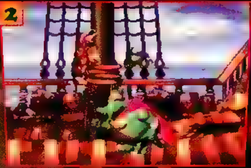
Feed the moving conveyor belt with fuel to keep it from stopping.

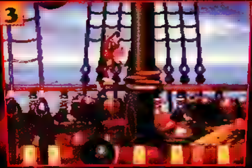
## Level Seven: Gang Plank Galleon

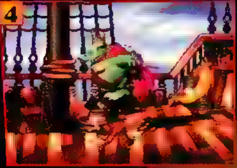


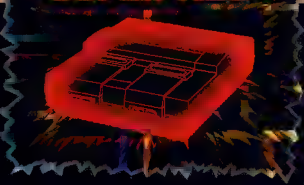
Face off against Kommander K. Rool, the supreme commander of the Kremings. The Kommander has four different attack patterns that he uses. In step one, he will throw his crown at you. When he does this, jump on his head to score a hit. After the hit, he runs back and forth in step two. Just keep on jumping over him until he repeats step one. After a few times, step three will come into play and cannon balls will drop from the sky. Dodge the balls and wait for him to repeat step one. The last move he will perform is short little hops. When he jumps at you, run directly underneath him.











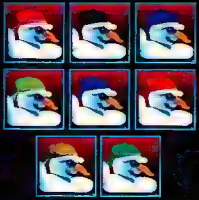
The ultimate Street Fighter parody is back for more in Clay Fighter 2: Judgment Clay. Some of the original combatants have been replaced in favor of the new challengers, and new Bosses have been added. Everything that attracted you to the original is here, and so much more.

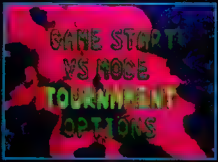
An excellent Tournament Mode has been added, as well as all the options which spell out a good fighter on par with Mortal Kombat and Street Fighter.

Although funny and entertaining, Clay Fighter 2 should provide multiple hours of fighting action for you and your friends.

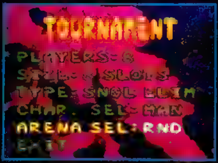
## 8 Fighter Colors

CF2 has a selection of eight colors for each character. This helps in Versus and Tournament Modes.





GAME START
VS MODE
TOURNAMENT
OPTIONS



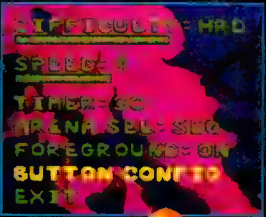
TOURNAMENT
PLAYERS: 8
SIZE: 8 SLOTS
TYPE: SNGL ELIM
CHAR. SEL: MAN
ARENA SEL: RND
EXIT

## Prepare for Action

CF2 is an excellent upgrade to the original hit game. Look for enhanced control and options.

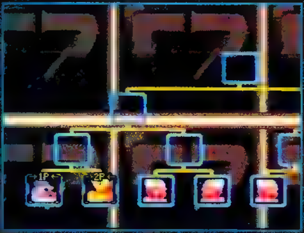
## Fight-Game Options

CF2 has the usual arrangement of options found in a fighting game, such as time limit and difficulty.



DIFFICULTY: HRD
SPEED: 4
TIMER: 90
ARENA SEL: SEQ
FOREGROUND: ON
BUTTON CONFIG
EXIT

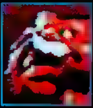
## Tournament Mode Included



Like a few other popular fighting games, CF2 includes a Tournament Mode for up to eight players to participate in a group battle to decide who the ultimate Clay Fighter is!

## NEW BOSSES

Depending on who you play as, you reach a Boss who is an "evil" version of your character!



ICE
ROUND 2
ICE

TINY
BUTCH
BUTCH

# CLAY FIGHTER 2

## FACT FILE

### CLAYFIGHTER 2 JUDGMENT CLAY

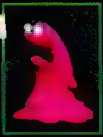
| | |
|---|---|
| MANUFACTURER | # OF PLAYERS |
| INTERPLAY | 1 TO 8 |
| DIFFICULTY | AVAILABLE |
| VARIABLE | NOVEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 24 MEG | N/A |
| THEME | % COMPLETE |
| FIGHTING | 90% |

# They're Back! (Well, some of them ...)

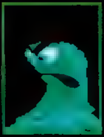
Only three of the original fighters made it to Judgment Clay. Check 'em out!

## BLOB

CF1

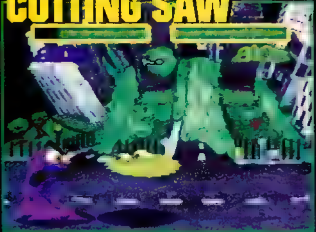


CF2



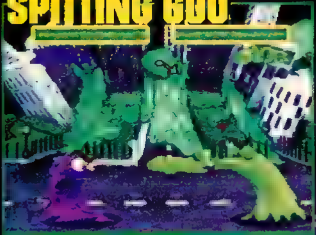
Blob stayed pretty much the same.

### CUTTING SAW



Charge B, F+Punch

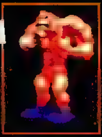
### SPITTING GOO



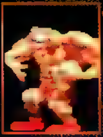
D,DF,F+Punch

## TINY

CF1

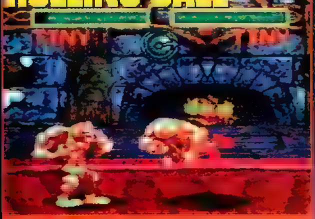


CF2



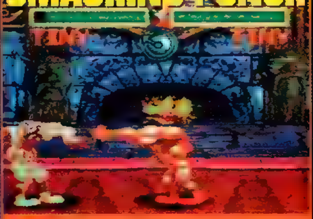
Tiny's still not-so-tiny.

### ROLLING BALL



B,DB,D,DF,F+Kick

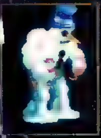
### SMASHING PUNCH



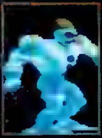
Charge B, F+Punch

## MR.FROSTY

CF1

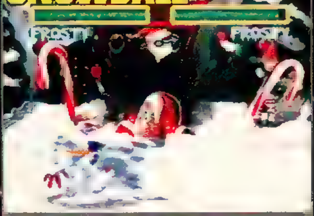


CF2



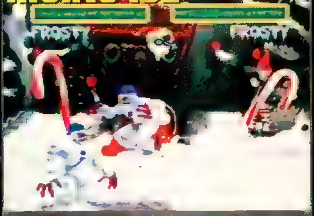
Frosty got a tad meaner for Round Two!

### SNOWBALL



Charge B, F+Punch

### RISING ICE



Charge D, U+Punch

**THE GOOD**

This game is truly a worthy sequel. Unlike other fighting games with a part two, this one's really improved.

**THE BAD**

The control is a little lacking, although vastly improved over the original version.

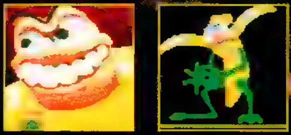
**THE UGLY**

After losing, it kinda looks like what happens when you left your clay on the heater vent as a kid. Shplat!

JUDGMENT
CLAY
C2

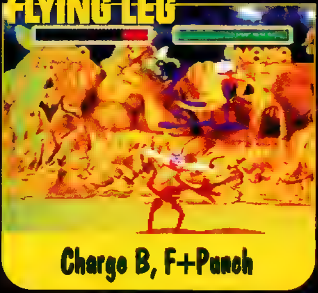
# THE NEW FIGHTERS OF JUDGMENT CLAY

## NANA



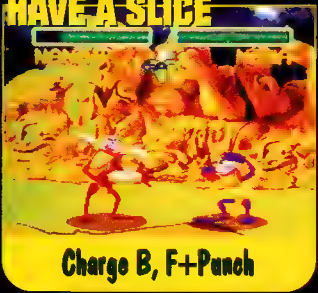
An agile piece of fruit with an attitude?

### FLYING LEG



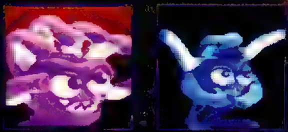
Charge B, F+Punch

### HAVE A SLICE



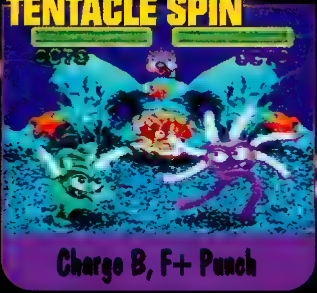
Charge B, F+Punch

## OCTO



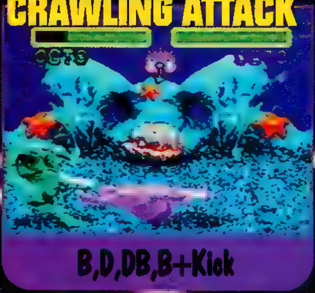
This goofy octopus means business.

### TENTACLE SPIN



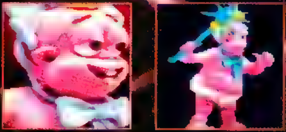
Charge B, F+ Punch

### CRAWLING ATTACK



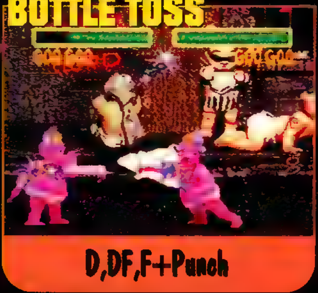
B,D,DB,B+Kick

## GOO GOO



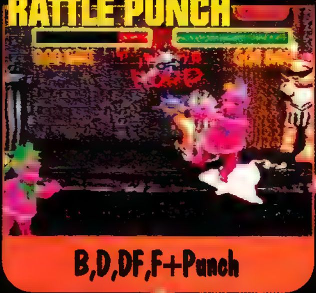
This is one baby in need of a spanking.

### BOTTLE TOSS



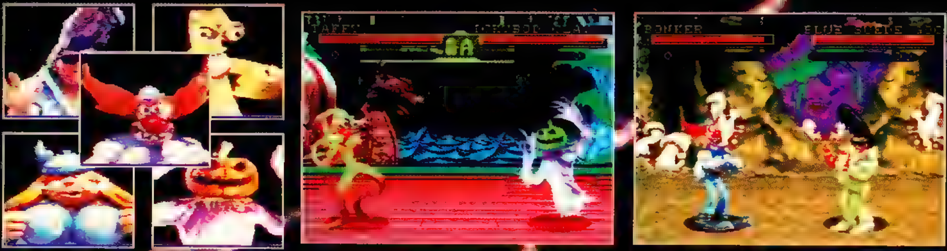
D,DF,F+Punch

### RATTLE PUNCH



B,D,DF,F+Punch

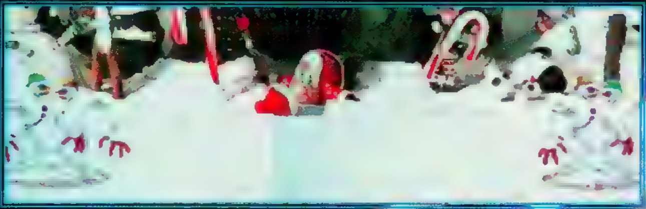
## Out with the old, in with the new

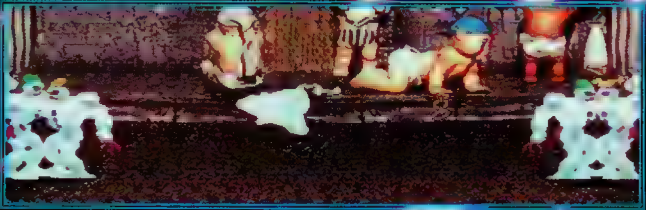


Hope you didn't get too attached to them, cuz these guys aren't around for Part Two.

## AWESOME NEW STAGES!

Of course, with five new fighters come five new stages on which to fight. Not only are there new stages, but the original backgrounds got a whole new look! Check it out.

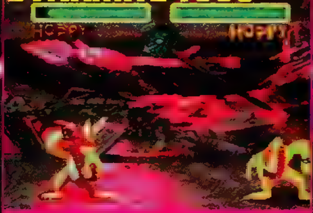




## HOPPY

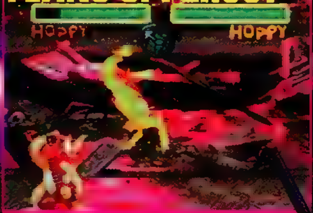
Hoppy may look cute and fluffy ...

### DYNAMITE TOSS


HOPPY
HOPPY

Charge B, F+Punch

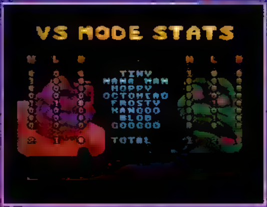
### FLYING UPPERCUT

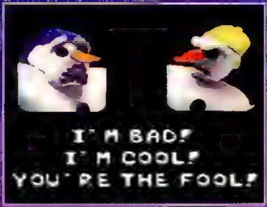

HOPPY
HOPPY

F,D,DF,F+Punch

## Street Clay?

Certain aspects look a lot like a SF game, with the victory taunts and the Versus Mode stats.


VS MODE STATS
TINY
NANA MAN
HOPPY
OCTOHEAD
FROSTY
KANGOO
BLOB
GOOGOO
TOTAL

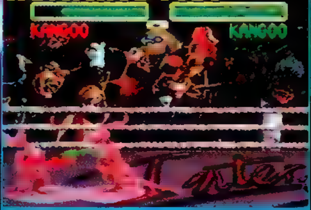


I'M BAD!
I'M COOL!
YOU'RE THE FOOL!

## KANGOO

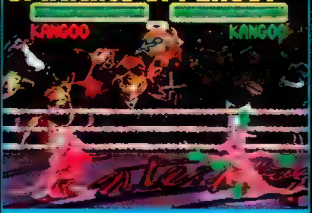
Balrog, stand back!
Kangoo is here.

### RUNNING FIST


KANGOO
KANGOO

Charge B, F+Punch

### SPINNING UPPERCUT


KANGOO
KANGOO

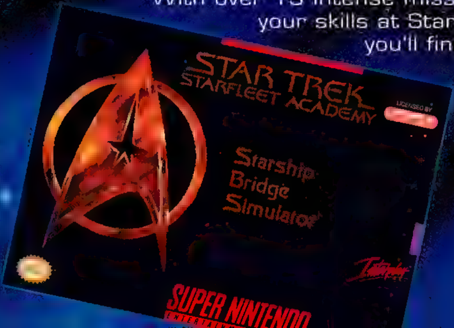
Punch Repeatedly

# Captain, you're wanted on the Bridge!

It's the moment you've been training for. As a cadet of Starfleet Academy™ your next move is crucial to the safety of your crew, not to mention your reputation at the academy.

So prepare to beam aboard the bridge of a Federation™ battle cruiser or one of four other vessels including the Romulan Bird-of-Prey™, or the Klingon™ battle cruiser, and take command.

With over 15 intense missions to test your skills at Starfleet Academy, you'll find out just how exciting a simulator can be. Isn't it time to enroll?



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Interplay
Or don't play at all.™
STAR TREK
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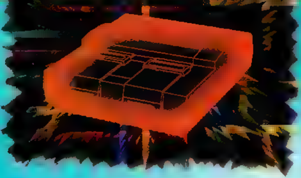
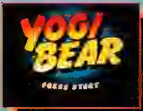


# Yogi Bear

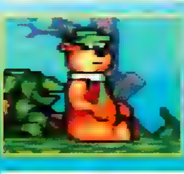
Here comes Yogi and it's about time. I loved Yogi Bear when I was a child and thought there should be a video game starring him. Well, it's finally here and it has brought back a lot of memories. Play as Yogi Bear as he fights to keep his forest from being taken over by a bunch of building bureaucrats. From the snow filled mountains to the fish infested lakes, you must help Yogi. This game is similar to Mario in that you must jump on your enemies to defeat them as well as collect all the items. Everyone who loves Yogi or Boo-Boo Bear should try this game.



## FACT FILE

### YOGI BEAR

| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| GAMETEK | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOW |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 20+ |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |



Yogi gets pretty mad when when he loses all of his cake. EGM tip #1-Don't get hit or you might die and lose.

**THE GOOD**

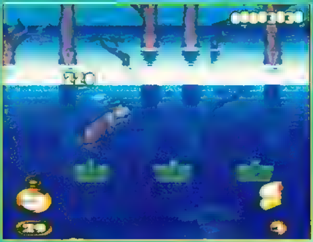
It is great to finally see my childhood hero come to life on the Super NES.

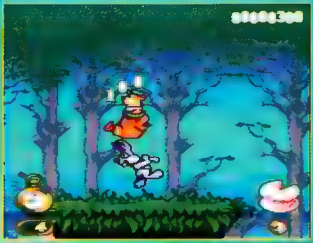
**THE BAD**

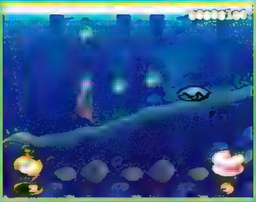
There are no passwords or continues, making this game very frustrating.

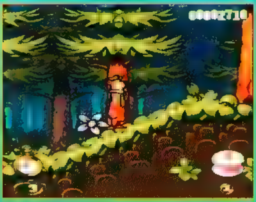
**THE UGLY**

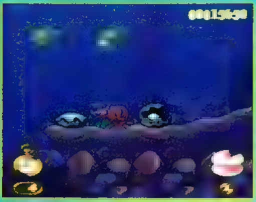
Just think of how Yogi smells after coming out of the water. Blech, wet bear!



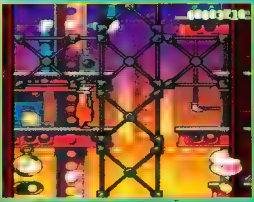


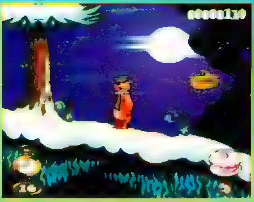


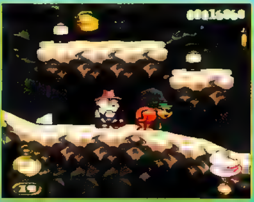




This game is all about points. How many items can you grab and creatures can you jump on and scare away? Points for jumping on the picnic baskets are collected progressively so the more baskets you jump on, the more points you get. The other points are scored at the end of the level when all the picnic baskets, clocks, and special items of that level are tallied up for a grand total. Each level has a different special item that you must collect to earn the points. So make sure you identify that special item and grab as many as possible.

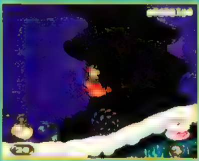






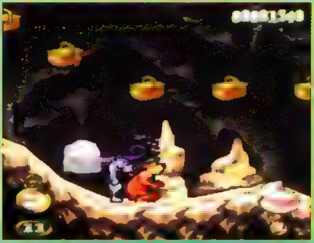
# SNOW BUSINESS

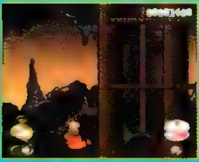
Some picnic baskets lead to secret areas with lots of bonus points. Try to find them all!



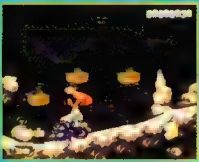
There are lots of different things in this first level. Fortunately the snow isn't slippery, so your footing will hold. Most pits lead to death, but some are hidden areas so be cautious when searching for them.

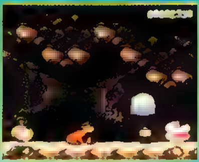
# CAVE CAPERS

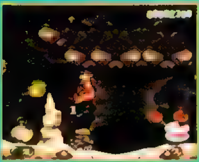




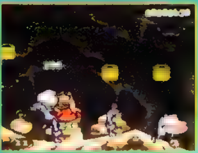
This level has new enemies to contend with. If you fall in some of these holes, you're in for a long drop. There is a mine car you get to ride in, but look out for obstacles as they will knock you off.



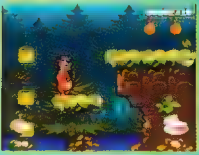




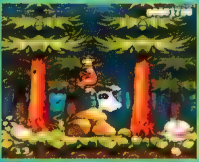
Watch out for the weasel brothers. If they trap you in the middle, it spells death for Yogi.



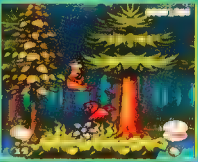
# REDWOOD RENDEZVOUS



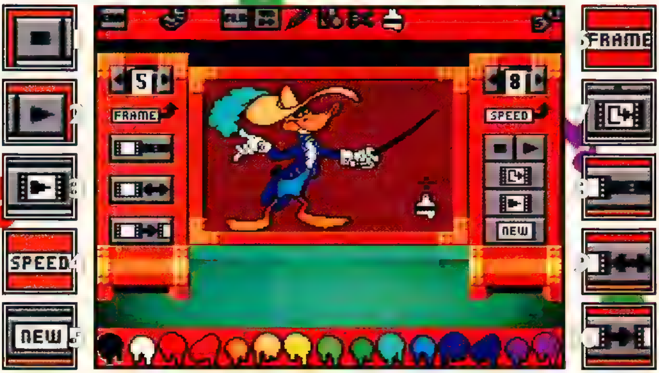
There are tons of moving platforms in this level. Ride them all to find secret levels.



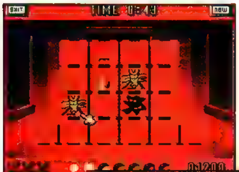
A lot of enemies make reappearances here, but there is a new addition. He is a ghost. I don't exactly see how he fits into this level, but oh well. Watch out for the fish because they can be annoying.



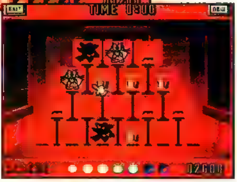
# ANIMATION STUDIO



## GAME ARCADE



This mode of the ACME Animation Factory is strictly for fun!



Go to this mode to play the Looney Tunes Mix 'N Match game.

## The Animation Studio Quick Reference

1. STOP ANIMATION
2. PLAY ANIMATION
3. ANIMATE ON BACKGROUND
4. ANIMATION SPEED
5. SELECT A NEW ANIMATION
6. SELECT AN ANIMATION FRAME
7. SET ANIMATION PATH
8. REVERT TO ORIGINAL FRAME
9. FLIP ANIMATION DIRECTION
10. COPY ANIMATION FRAME.

LOONEY TUNES™
ACME
ANIMATION FACTORY

LOONEY TUNES
THE ANIMATION FACTORY

## FACT FILE

### LOONEY TUNES ANIMATION FACTORY

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SUNSOFT | 1 |
| DIFFICULTY | AVAILABLE |
| EASY | NOW |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 8 MEG | N/A |
| THEME | % COMPLETE |
| EDUTAINMENT | 90% |

Remember Mariopaint? Well, Sunsoft now releases a new version that uses characters from the famous Looney Tunes cartoons. In ACME Animation Factory, players get a chance to become the next Pablo Picasso. They can create their very own drawings or use the premade backgrounds from the cartridge. Also in the game pak are the cool Music Hall where you can compose your own music and the Animation Studio where you can choose from cartoon characters that are already animated. You can even make your own. There's even a small memory game!

**THE GOOD**

ACME Animation Factory is a good game, especially for stimulating a child's creativity.

**THE BAD**

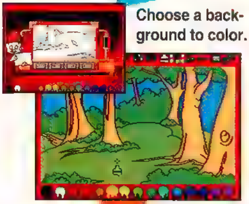
If you don't have the Super NES Mouse, you may have a hard time with your drawings.

**THE UGLY**

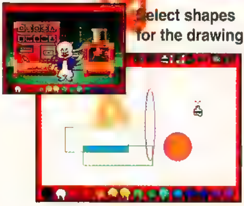
Some of the background music can be pretty annoying. Good thing for the Music On/off Option.

Looney Tu[illegible]es and all related indicia are trademark of Warner Bros © 1993

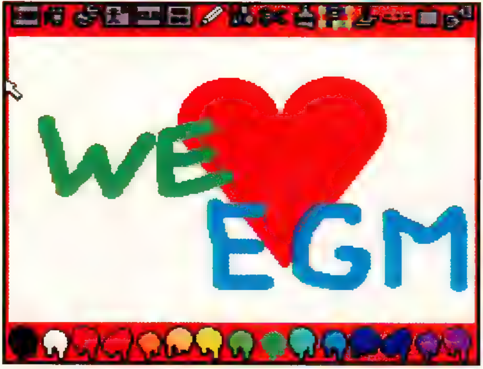
# DRAWING BOARD



Choose a background to color.



Select shapes for the drawing.



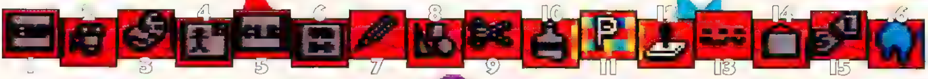
The Drawing Board is where you can draw and paint your own pictures. You can even make your drawings into backgrounds for your own animation!

## Editing

Patterns

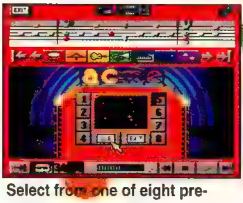
Colors

Tools



1. Return to Main Menu
2. Go to Animation Studio
3. Go to ACME Color Mixer
4. Select background to color
5. Erase your current drawing
6. Undo your last action
7. Change stroke and tool width
8. Go to Shape Selector
9. Copy, flip, turn, cut, paste
10. Fill area with color or pattern
11. Select and create patterns
12. Rubber stamp a pattern/color
13. Add words to your drawings
14. Frame your drawings
15. Save or load a drawing
16. Your pallet of colors

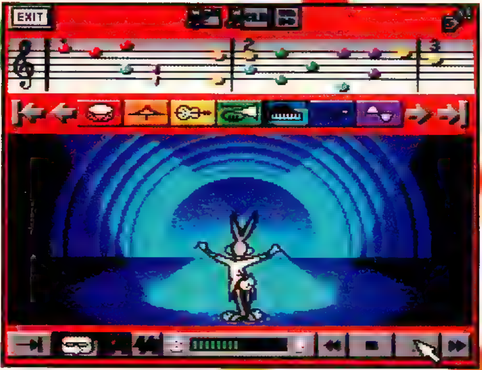
# MUSIC HALL

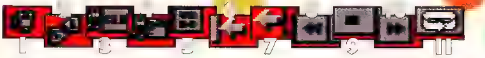


Select from one of eight pre-composed Looney Tunes tunes! The tune you select will appear on the musical staff, and you play it or edit it as you choose. Try replacing the notes from one instrument to another —or with a sound effect!

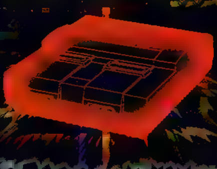
## Musical Instruments

BONGOS
PIANO
CYMBALS
TRUMPET
VIOLIN
HARP
TROMBONE





1. Go to the Animation Studio
2. Load or save a composition
3. Clear a composition
4. Select a premade composition
5. Undo
6. Advance to start/end of score
7. Advance score in small increments
8. Rewind
9. Stop
10. Fast forward
11. Loop



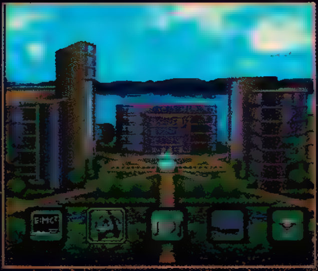
# STAR TREK STARFLEET ACADEMY™

STAR TREK
STARFLEET ACADEMY
Starship Bridge Simulator

## FACT FILE

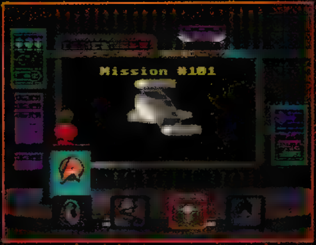
### STARFLEET ACADEMY

| MANUFACTURER | # OF PLAYERS |
|---|---|
| INTERPLAY | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 20+ |
| **THEME** | **% COMPLETE** |
| SIMULATION | 95% |



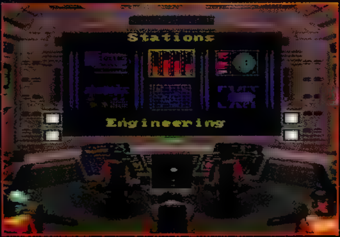
## LISTEN UP, CADETS!

Your first mission—make it a good one! This is where you start your academy training. You've got to do better than just pass if you hope to make a good impression. Only with the highest of scores can you expect a happy ending. Listen to the admiral carefully before each mission, and always ask questions. Knowledge of mission guidelines could make the difference between life and (simulated) death!



Welcome to Starfleet Academy! As newly arrived cadets, you will report immediately to the briefing room to begin your first mission. Don't expect your stay here to be an easy one! Your combat reflexes will be tested, as well as your diplomatic skills. You may relax in the lounge after a tough mission, and talk with your fellow cadets about how it's going. Be sure to get a good night's sleep, though. In the morning, you'll need to report to class, then to the briefing room to start another simulated mission! You're only a freshman, and you've yet to prove yourself. Dismissed!

## WHAT ARE YOUR ORDERS, SIR?



Do a sensor sweep. Hail the starbase. Go to red alert. These are just a few of the options you have as the commanding officer on the bridge of a starship. Give orders to the engineering, communications, navigation, helm, and science stations. You'll always want to do a sensor sweep entering a new sector of space, and always remember to raise your shields going into battle. If you don't, your beautiful starship will be instant space junk!

## ROLL CALL...

This is you! Cadet <your name here>. You don't have to be male or even human.

Geoff Colond, Helm/First Officer. Human: He's aggressive and very sure of himself.

Ken Elliot, Navigation. Human/Orion: Stoic and unresponsive, Elliot doesn't chat.

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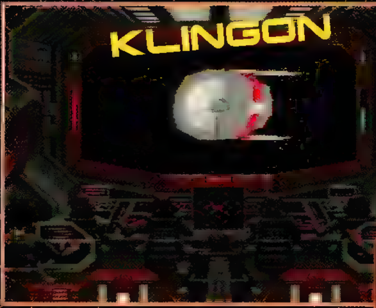
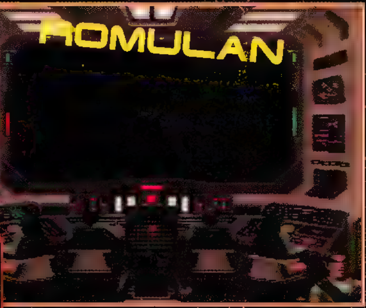
# BE THE BAD GUY!



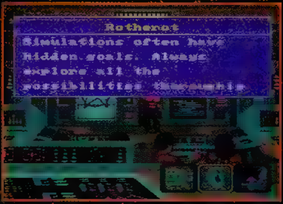
That's right! You don't have to be those cowardly, moralizing Federation dogs! Cloak before firing! Attack without morality!



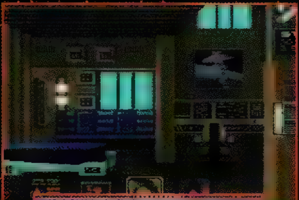
Tired of chasing down that pesky Klingon in order to get a clean shot, only to have him disappear just as you get him in your sights? Well, now it's *your* turn to play at stealth! Learn why the Klingons are such feared warriors as you cloak *your* Klingon warship just before striking. Die, Federation weakling!

Tired of having your hull crushed before you even knew you had someone on your tail? Hey, now *you* can fire those devastating plasma torpedoes! Learn why the Romulans command respect from all space travelers as you power up *your* plasma torpedoes while safely cloaked. Pound the Klingons to dust!

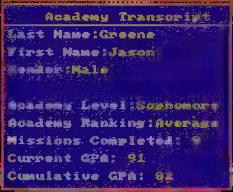
# CADET, REPORT TO ...



```
Rotherot
Simulations often have
hidden goals. Always
explore all the
possibilities thoroughly
```

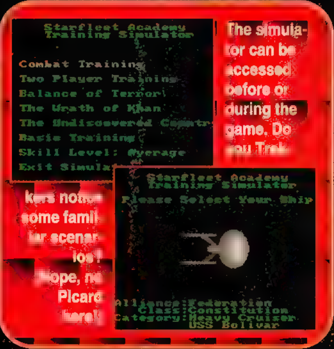


... the simulator. Or maybe, the classroom. It's up to you! Maybe you should chat with your crewmates in the lounge, to see how they feel you are doing. Or, you might just want to hit the sack. It's been a long day!



```
Academy Transcript
Last Name:Greene
First Name:Jason
Gender:Male

Academy Level:Sophomore
Academy Ranking:Average
Missions Completed: 9
Current GPA: 91
Cumulative GPA: 82
```



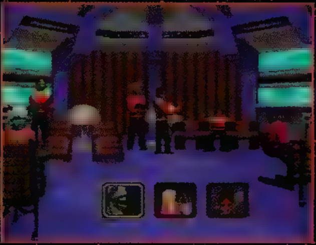
```
Starfleet Academy
Training Simulator

Combat Training
Two Player Training
Balance of Terror
The Wrath of Khan
The Undiscovered Country
Basic Training
Skill Level: Average
Exit Simulator
```

```
Starfleet Academy
Training Simulator
Please Select Your Ship

Alliance:Federation
   Class:Constitution
Category:Heavy Cruiser
         USS Bolivar
```

The simulator can be accessed before or during the game. Do you Trekkers notice some familiar scenarios? Nope, no Picard here!



**THE GOOD**

The ability to play as the Klingons or Romulans in the simulator is great!

**THE BAD**

A large part of the game is played in combat, but the combat part is unimpressive.

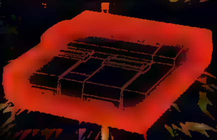
**THE UGLY**

Your hull can't be repaired during a mission. So when you limp back to a starbase, it's gotta look bad!

Sturek, Science Station. Vulcan: Typically logical to the core, Sturek never minces words.

Vanda M'Giia, Communications. Andorian: Helpful and willing to offer her opinion.

Robin Brady, Engineering. Human: Shy and unsure of himself, Brady avoids trouble.



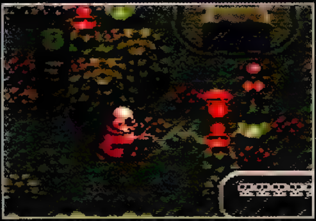
# Addams Family Values™

## FACT FILE

### ADDAMS FAMILY VALUES

| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| OCEAN | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | N/A |
| **THEME** | **% COMPLETE** |
| RPG | 80% |

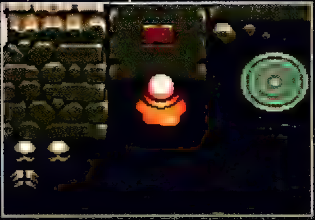
Baby Pubert is missing and Uncle Fester is on a quest to find him. Uncle Fester, along with the rest of the Addams family, are combing the grounds looking for the baby who was kidnapped by the baby-sitter. Take control of Fester and lead him to find the baby and save the day. This game is in the RPG-style and features a lot of adventure and plenty of mind-bending puzzles for those of us who like the challenge. You must solve riddles and make deals with talking plants and demons. This is a great game for all of the fans of The Addams Family.



Not everything on the grounds is friendly—in fact most of the things crawling around are out to get you! Uncle Fester is charged to the teeth with electricity, and that's what he uses to turn enemies into puffs of smoke. Be careful, some of the enemies can withstand a lot of shocking!

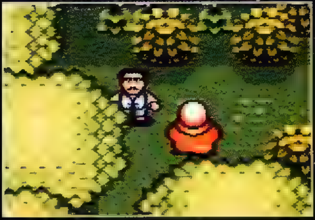
## Uncle Fester

You take control of Fester as he sets out on his quest to find Pubert.



## The family is here!

Throughout the game you will run into the members of this odd family.



**THE GOOD**

The graphics of this game are really cool. Now that you mention it, the game play and story are good, too.

**THE BAD**

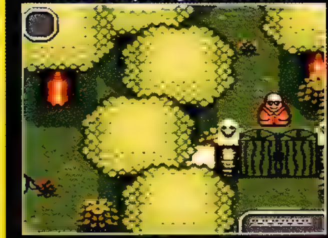
Uncle Fester stops walking when he shocks, which impedes the progress.

**THE UGLY**

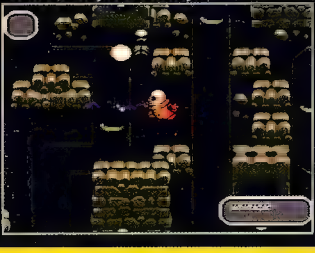
Granny is one hideous old hag! But then again so is everyone in this family!

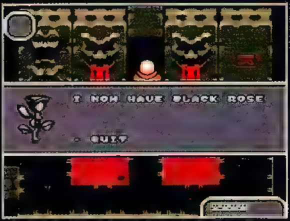
## The Dungeon

The gate to enter this cavern is locked. Find the key and get a move on it!



After you make it into the caverns it's a long and dangerous trek to the black rose that you are here to find. Be careful, take it slow, and you'll be okay.





I NOW HAVE BLACK ROSE

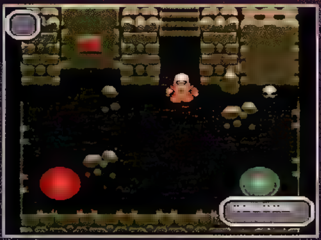
QUIT

Now that you have found the black rose, you will have to give it to the plant. What does he really want it for? Maybe you shouldn't give it to him, or maybe you should. Hmm...

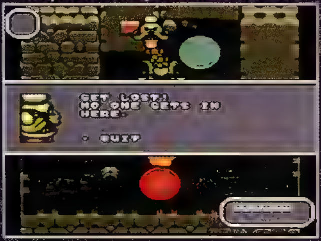
© 1994 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. ™ designates a trademark of Paramount Pictures.

## The Gatekeeper

In order to leave the garden you have to open the front gate. The only way to do that is to face the Gatekeeper. When you enter his cavern the first thing you see is a sign that lets you know that visitors are unwelcome. Because the search for Pubert must go on, you have to press on. When you do find the gatekeeper you'll have to fight to get past him. Good luck!

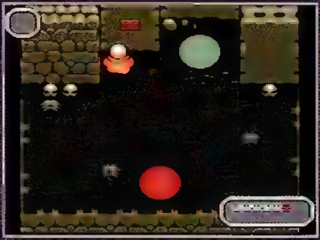


Go into the cavern and stand on the warp. It will take you to the next room.



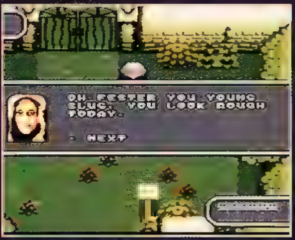
GET LOST!
NO ONE GETS IN
HERE.

• QUIT



If you defeat the gatekeeper you can push the button that opens the gate.

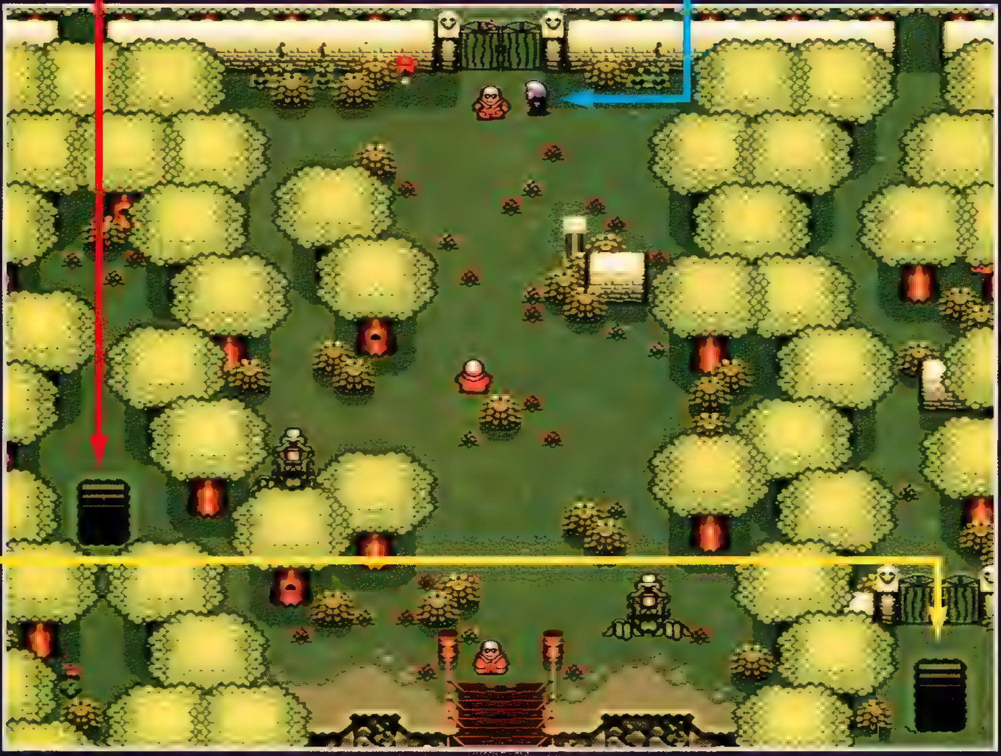
## Granny

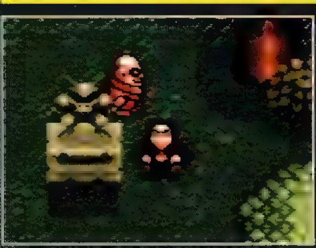


OH FESTER YOU YOUNG
SLUG. YOU LOOK ROUGH
TODAY.

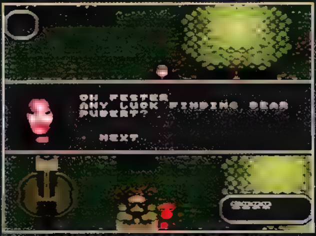
• NEXT

When you reach Granny she will compliment you on on the fact that you look so bad. Then she will give you a batch of freshly-baked cookies. They are black beetle cookies made from choice-cut, slime-soaked black beetle corpses. She was also nice enough to add double cholesterol for that pasty, flabby look she loves so much. She'll send you to see Gomez, because he has a present for you. I love surprises, don't you?





The whole family is looking for poor, little Pubert who has been kidnapped.

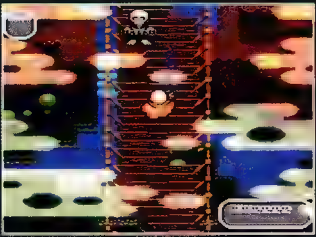


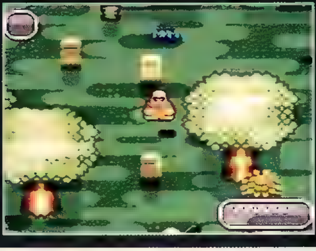
OH FESTER
ANY LUCK FINDING DEAR
PUBERT?
NEXT

Morticia is very worried about the whereabouts of her missing son.

## Morticia

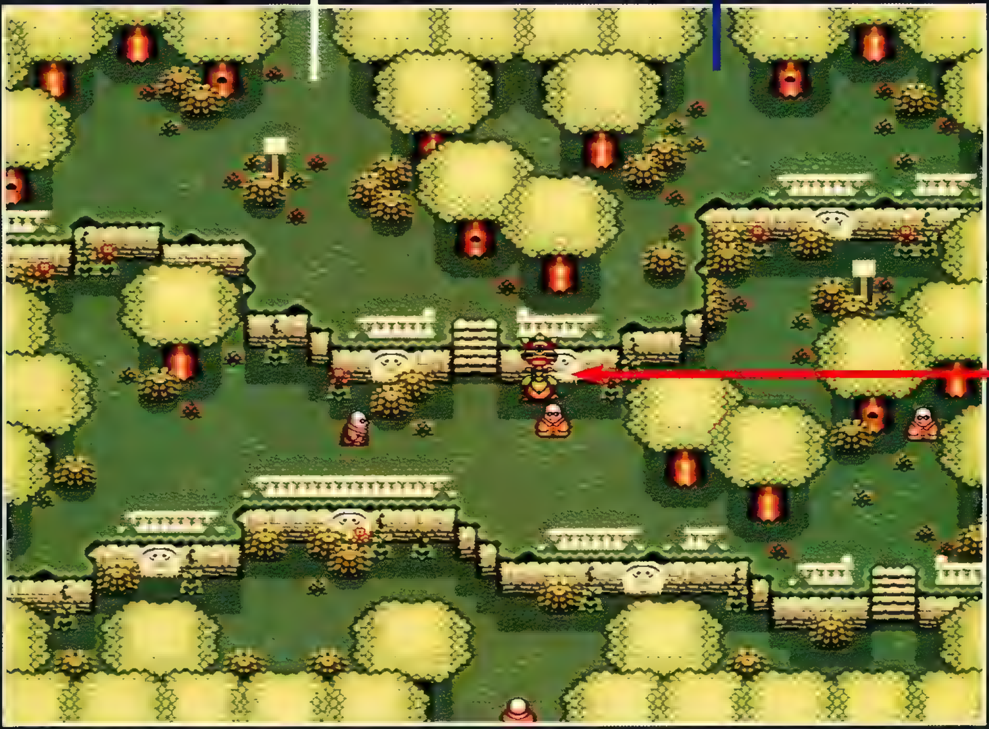
In this part of the level, you run into the lovely Morticia Addams, wife of your brother Gomez. She is very concerned about her dear son Pubert—the place is too cheerful without his young, but strangely corrupt eyes staring up from his crib. She asks you if you have had any luck locating him, how you are feeling, and after you assure her that you are miserable, she continues to search for her dear, lost son.

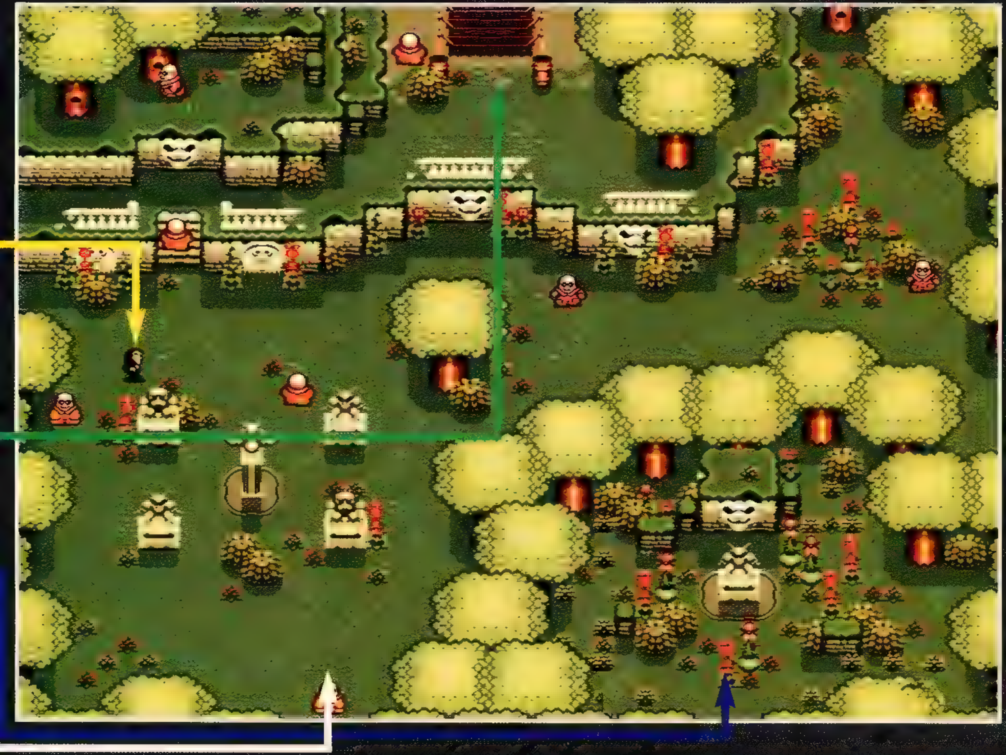




## To the graves!

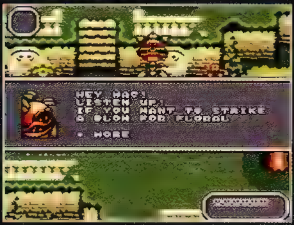
This game is huge! There are a lot of bridges that will take you to different parts of the game, including the swamp, the rockies, and the graveyard to name just a few. Each of the levels has its own challenges and some really mind-bending puzzles. Be sure to clear your calendar!





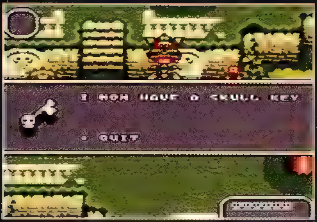
## Talking plants!

There are some really strange things in this game, including a few of these talking plants. The first one you find will ask you to fetch a black rose that he says controls the plants. He will give you a skull key to open the way to the rose. Other plants will ask you to get them some food from the greenhouse, and they promise that they will make it worth your while. Should you trust a bunch of big ferns?



HEY MAC!
LISTEN UP.
IF YOU WANT TO STRIKE
A BLOW FOR FLORAL

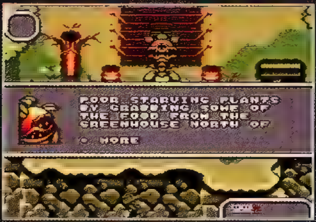
• MORE



I NOW HAVE A SKULL KEY

• QUIT

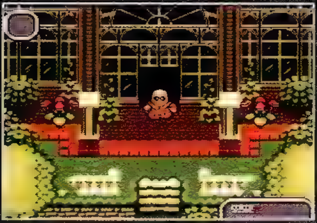
Take the skull key so that you can get the black rose for the plant.



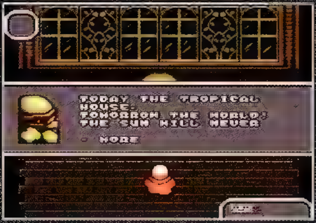
POOR STARVING PLANTS
BY GRABBING SOME OF
THE FOOD FROM THE
GREENHOUSE NORTH OF

• MORE

This plant says that he is starving. He entreats you to get him some food.



Go to the greenhouse so you can get the food the plant demands.



TODAY THE TROPICAL
HOUSE.
TOMORROW THE WORLD!
THE SUN WILL NEVER

• MORE

This big green dude is about to eat some super-plant food so he can take over.

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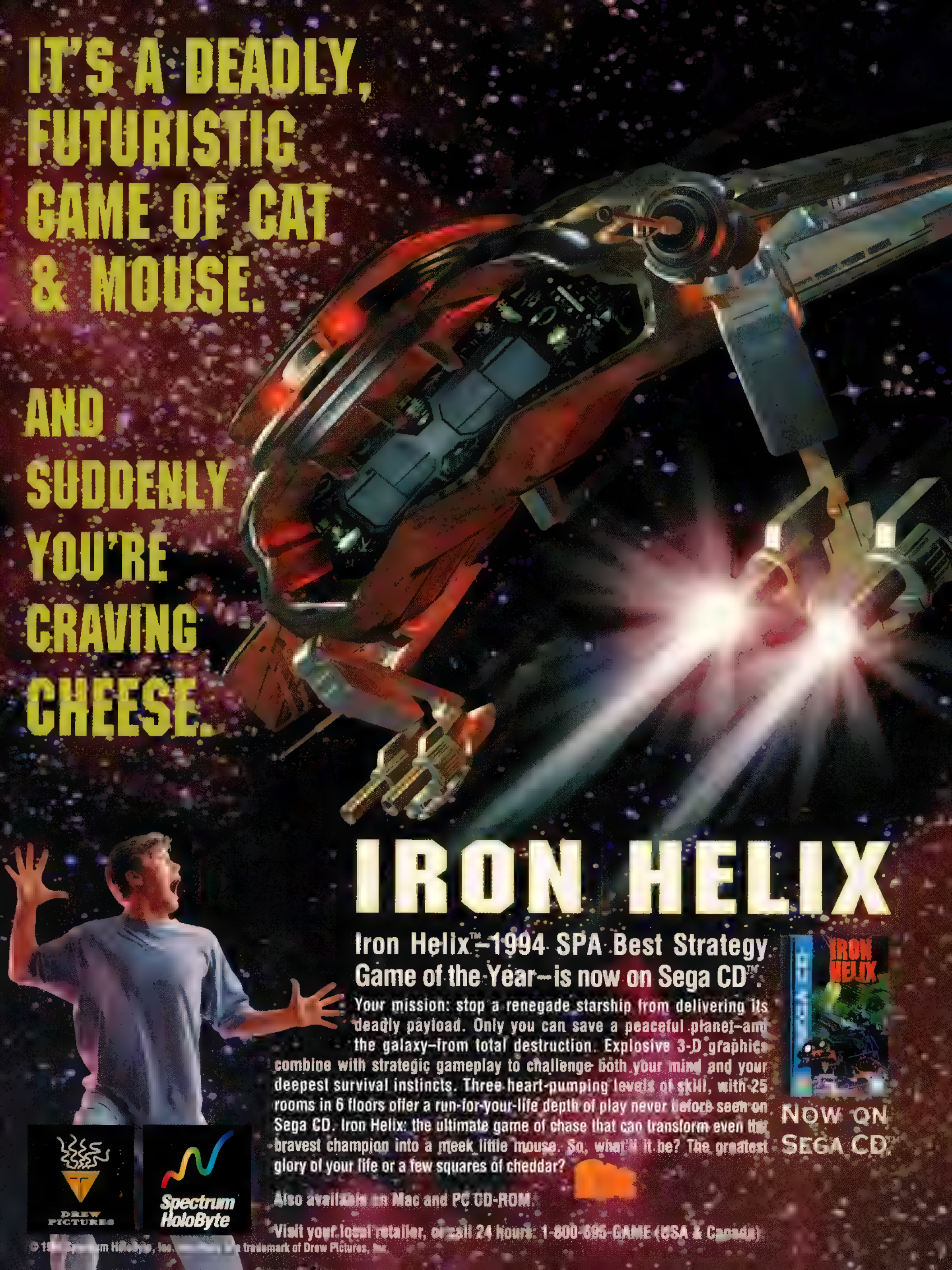
IT'S A DEADLY, FUTURISTIC GAME OF CAT & MOUSE.
AND SUDDENLY YOU'RE CRAVING CHEESE.
SEGA CD
IRON HELIX
DREW PICTURES
Spectrum HoloByte

# IRON HELIX

Iron Helix™–1994 SPA Best Strategy Game of the Year–is now on Sega CD™.

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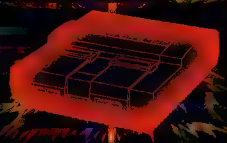
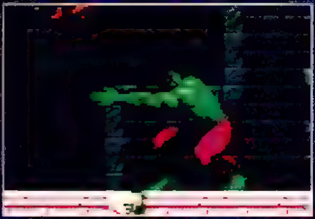


## HULK OUT!

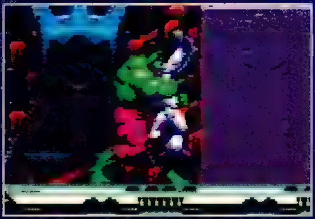
As you collect more of the gamma capsules you will acquire more moves like the Piledrivers and the Sonic Clap.

### SONIC CLAP



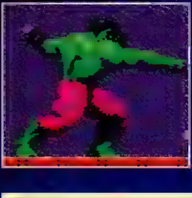
This move causes a sonic shockwave that destroys all of the enemies in the way.

### PILE DRIVER



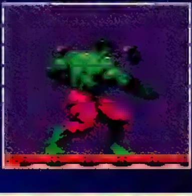
Use the Pile Driver after you get totally Hulked out!

### PUNCH



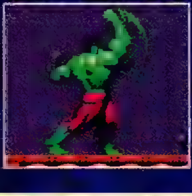
This is the Hulk's main attack. It is the quickest and the easiest one to use. This is the one you will use most.

### SLAP



Use the slap in order to bust open the crates that have the icons in them.

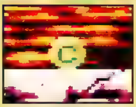
### UPPERCUT



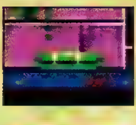
The Uppercut is the strongest of the Hulk's regular moves. It is a little slow, so only use it when you have the time.

## MEGA ICONS

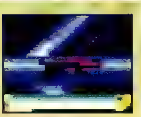
These are the icons you will find along the way to help you defeat the Leader. To find the icons, you must break open boxes and look inside.



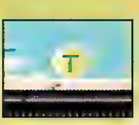
This coin gives you a continue.



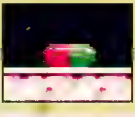
This gamma gives hulk more power.



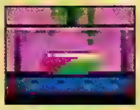
This is Bruce Banner's only way to attack.



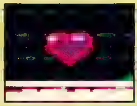
Adds time to the game clock.



Turns the Hulk into the Super Hulk.



Allows you to turn into Bruce Banner.



Gives the Hulk one more chance.

Hulk is coming straight from the comic books to your Super NES! The Leader has plans to take over the world, and the only thing standing in his way is The Incredible Hulk! The Leader has assembled some of the Hulk's worst enemies including the Rino, the Abomination, and Absorbing Man!

This game is full of really cool animation, like all of the Hulk's moves. When you start the game, The Hulk is not fully powered up, but as you collect power-ups not only do you gain power but also extra moves. If you are a fan of the Hulk you will be totally happy with this game! Whatever you do don't make him mad!

# THE INCREDIBLE HULK

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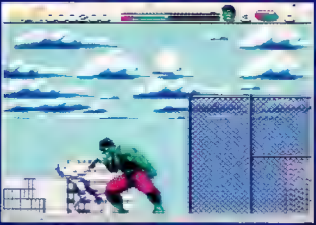
# LEVEL 1



From close up you can grab the bad robot dude's and head-butt him, or you can just throw him across the screen to get him out of your way. Either way, it's pretty cool! This is a lot of fun!

**THE GOOD**

The animation and the Hulk's moves are really cool.

**THE BAD**

The levels are really long, and they can get really boring.

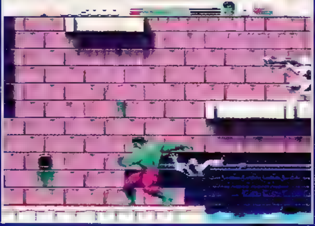
**THE UGLY**

The Abomination just keeps on coming and coming.

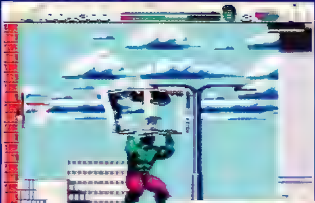
## FACT FILE

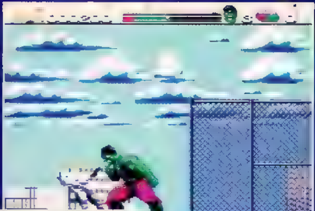
### THE INCREDIBLE HULK

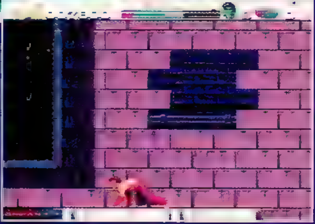
| | |
|---|---|
| MANUFACTURER | # OF PLAYERS |
| U.S. GOLD | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | NOW |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 16 MEG | 5 |
| THEME | % COMPLETE |
| ACTION | 100% |



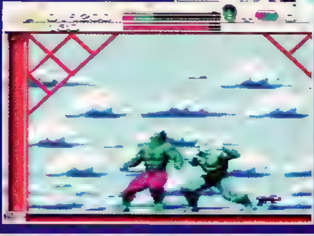
Put this guy in the water, so you won't have to worry about him.



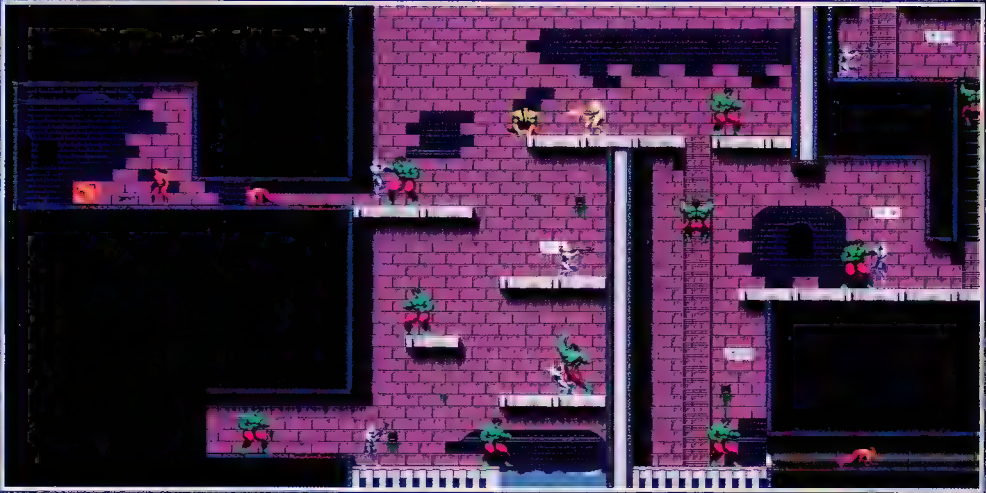




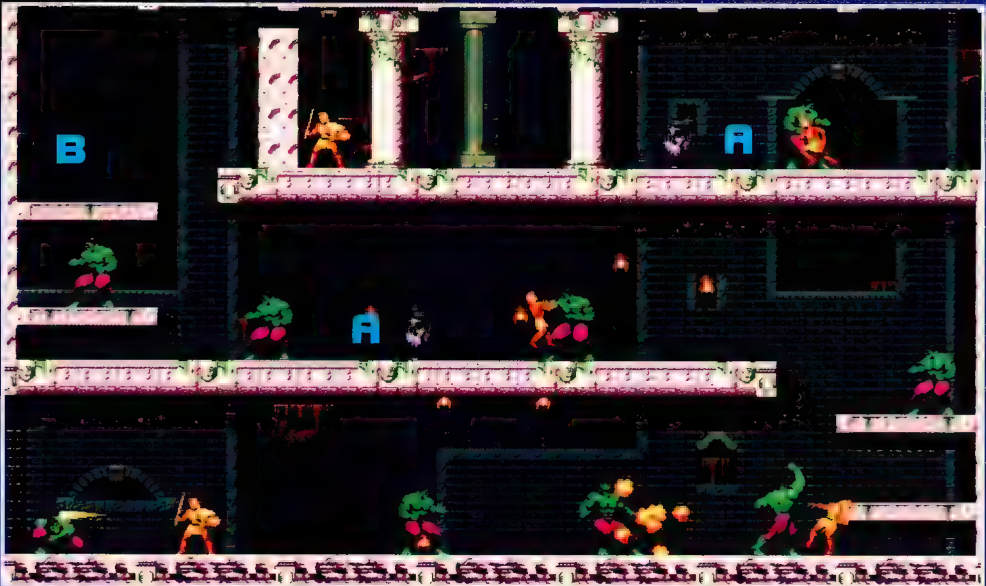
If you use the Transformation Capsules you can get into places that the Hulk can't. The next time an enemy hits you, you will transform back into the Incredible Hulk!

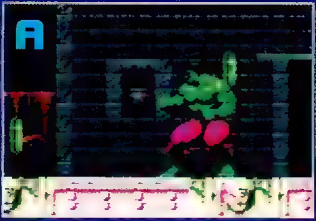


The Abomination is the Mid-Boss of every level. He's really tough, so try to take him out before you go under five percent energy. After that, you are Bruce Banner and you have no attacks!

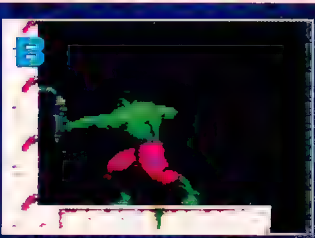


# Level 2



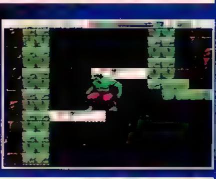


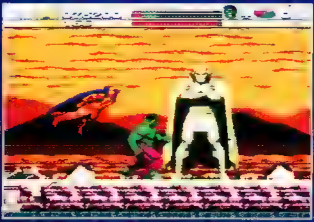
When you break open the vases, you will find energy pills.



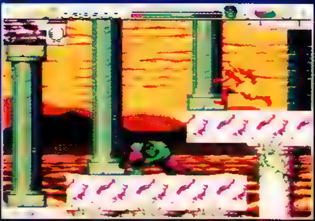
If you find these faces, punch them to make things happen.

This part of the level is dark, so the platforms disappear in the shadows.

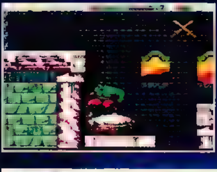




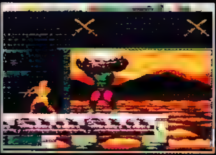
Wait for the Boss to come low, and then hit him with everything you've got!



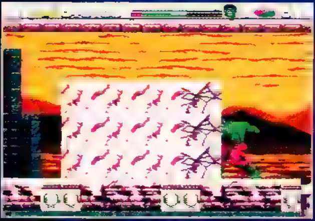
Wait for this guy to get close, and then give him the big uppercut!



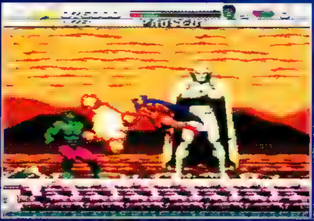
Step on the rock to help you get to secret, hidden rooms in the game.



True to his nature, the Hulk can and does lift a lot of almost everything!



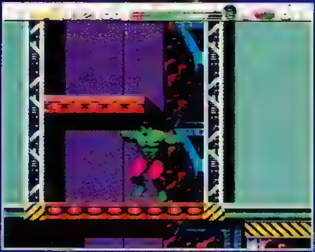
Break down the wall to uncover the icons hidden behind them.

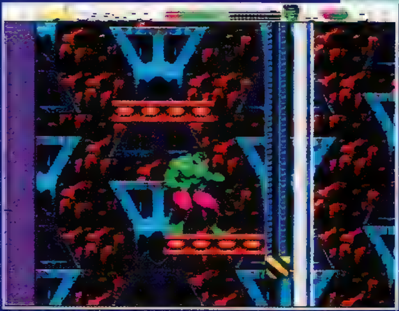


This Boss is weak but fast, and he hits you with fireballs.

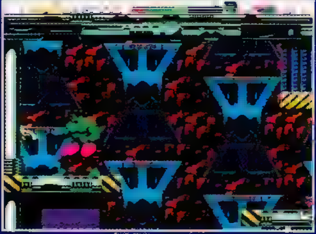
# Level 3

The Hulk just can't seem to stay out of trouble! After his near escape on Level Two, he falls into another and more dangerous trap. His old enemy Tyrannus is back and is determined to stop the Incredible Hulk. This level is a little harder than the last one, but there are plenty of power-ups along the way to help you. The Hulk can handle it, with your help.

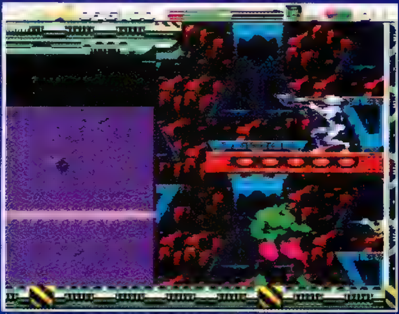




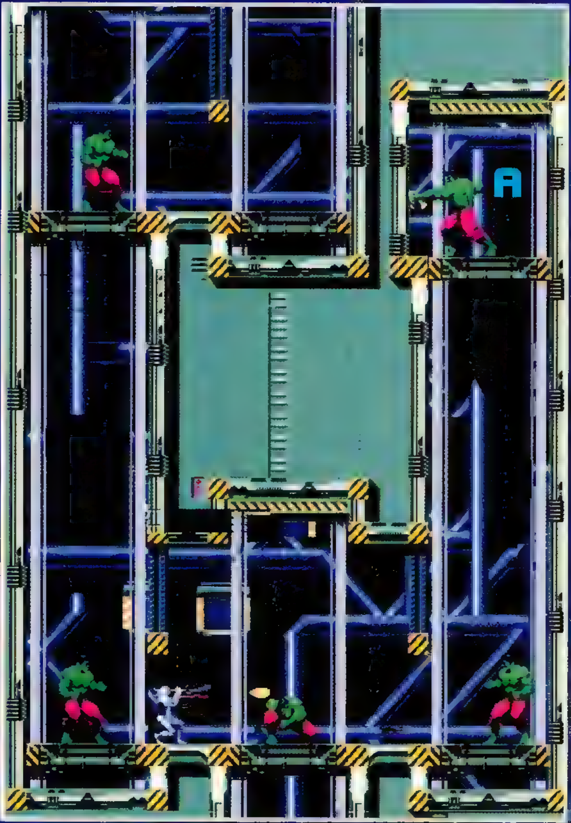
These platforms will be there unless you hit the wrong switch. Be careful which ones you throw.

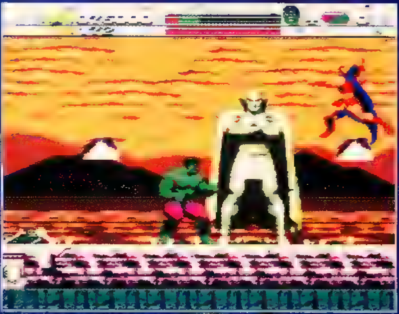


**A** Switches like these are all through the level. Some of them will open a door or knock down a wall, but a few of them will shut a door or take away a platform that you need to use to gain a power-up. Your best bet is not to throw a switch until you are sure that there is no other choice. It will take a little more time, but it is worth it.



There are a lot of switches like this one around the level, but not all of them are good!

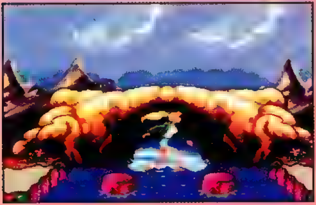




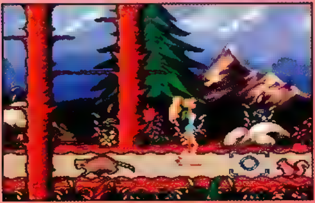
Tyrannus will fly around and throw fireballs at you. Wait for him to come down and then let him have it.

# Barbie Vacation Adventure™

Join Barbie as she travels across the country on vacation. There are many different places to see and things to do. Go to the beach and play volleyball in the sand. After that head West to a ranch where you'll go horseback riding. Wyoming is a beautiful place to go camping and watch wildlife. You might even be lucky enough to catch a carnival while it's in town. Help Barbie have fun while she is on her trip. We wouldn't want her to go out wearing the wrong clothes, so you can help her pick out what to wear. It's up to you to help make Barbie's vacation a success!



Hike along on nature trails while camping in Wyoming. Watch out for streams or you might end up getting wet.



Look at all of the wild animals! Maybe you can try to take pictures of them.

**THE GOOD**

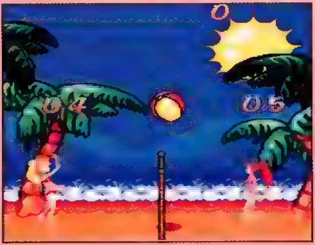
It's an extremely cute game that will be enjoyed by anyone who is a Barbie fan.

**THE BAD**

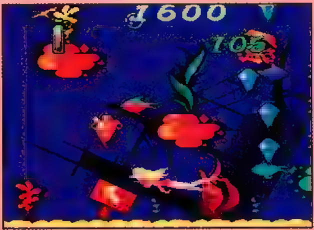
The game is fairly uneventful, and it was disappointing not to be able to drive that pink convertible.

**THE UGLY**

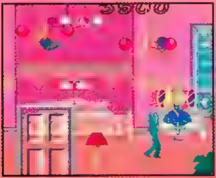
I don't think there is anything even close to being ugly in this game.



Let's have some fun in the sun! Get a tan at the beach while you play volleyball with your friend Midge.

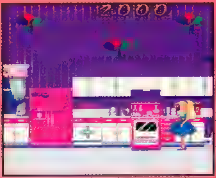


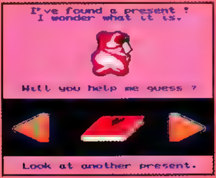
It is rumored that there is a sunken ship nearby. Put on your scuba gear and explore the sea floor for treasure.



It looks like Ken has thrown you a welcome-home party. Your friends are happy to see you.

There are presents hidden all over the house for you to find. Look hard for them.



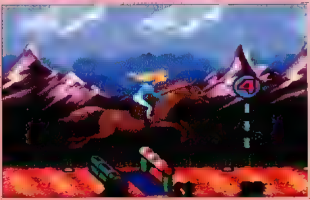


I've found a present ! I wonder what it is.

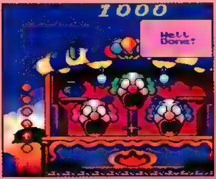
Will you help me guess ?

Look at another present.

I love to open gifts. After you pick one up, see if you can figure out what it is.

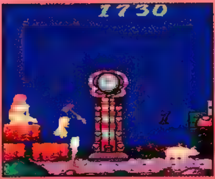


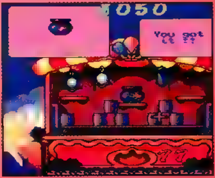
Travel to a Western ranch, where you can spend an afternoon riding horses.



The carnival is in town. See how many of the balls you can throw into the clowns' mouths.

Test your strength. Do you think you are strong enough to ring the bell at the top?





Try to knock over the stacks of cans with baseballs and see if you can win a prize.

Barbie
Vacation Adventure

## FACT FILE

### BARBIE VACATION ADVENTURE

| | | | |
|---|---|---|---|
| MANUFACTURER | HI-TECH ENTER. | # OF PLAYERS | 1 OR 2 |
| DIFFICULTY | EASY | AVAILABLE | NOVEMBER |
| CARTRIDGE SIZE | 8 MEG | NUMBER OF LEVELS | 11 |
| THEME | ACT/ADV | % COMPLETE | 85% |

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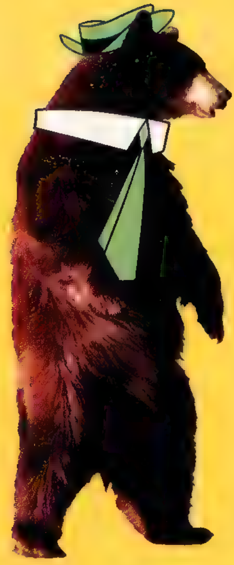
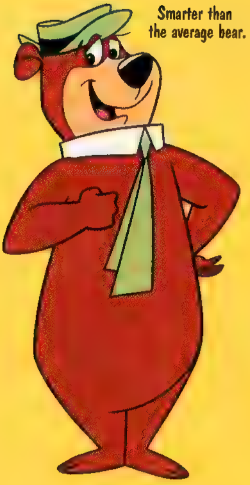


(Average Bear)



(Yogi™ Bear)

# Accept no substitutes.

Hey Boo-Boo,™
don't settle for
some bogus Yogi.™
Help America's
favorite cartoon
bear save
Jellystone Park™
from a grizzly
end. Report to
your local GameTek
retailer for Yogi™ on
Super NES® and Game
Boy®...smarter than
the average game.

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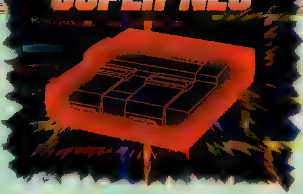


# Mighty Max

Mighty Max is coming from the Saturday morning cartoon to your Super NES! Mighty Max is a futuristic 11-year-old superhero who, with the help of time travel, spans the globe on a quest to assemble the scattered pieces of a weapon that has the power to destroy the Earth. The evil Skullmaster, who disassembled the weapon, and hid it has sent his minions to stop Max because the weapon is the only thing that can destroy the Skullmaster. Mighty Max has to search the 50 cities that the pieces are scattered through. You can play alone or you can use the head-to-head two-player feature. This game has a unique type of game play.

## FACT FILE

### MIGHTY MAX

| MANUFACTURER | # OF PLAYERS |
|---|---|
| OCEAN | 1 OR 2 |
| DIFFICULTY | AVAILABLE |
| MODERATE | DECEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 8 MEG | 50 |
| THEME | % COMPLETE |
| ACTION | 80% |

**THE GOOD**

This is a different kind of game that offers a unique challenge.

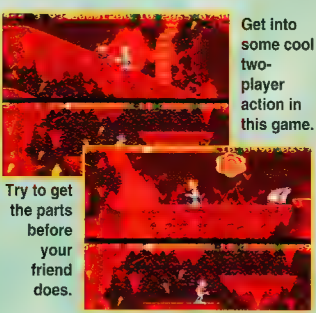
**THE BAD**

Unfortunately, this games didn't really keep my attention for very long.

**THE UGLY**

The colors on the Volcano level. If you stare too long, everything looks green when you look away.

## HEAD-TO-HEAD

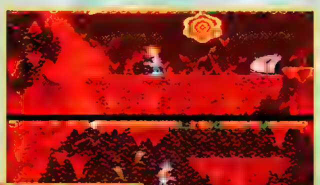


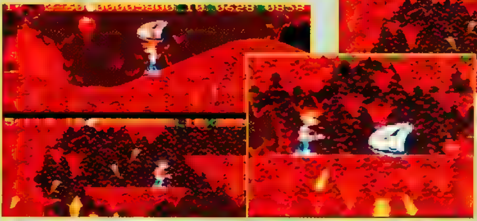
Get into some cool two-player action in this game.

Try to get the parts before your friend does.

## Volcano

The parts of the super weapon are all over this level. Find the pieces of the weapon and then take it to the warp so that you can send it back. There are things on the level to help you, like balloons and magnets. After you collect the pieces, jump into the warp and see how good you did on the level.

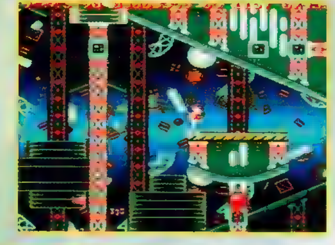


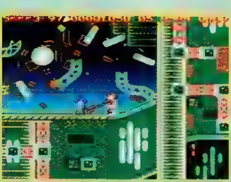


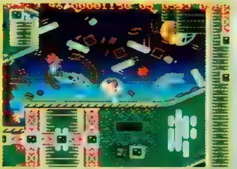
Take this TV monitor-type thing to the warp so that you can send it back before your friend does.

## Space

In space there are more components of the weapon that has the power to destroy the Earth and the evil Skullmaster. Choose a character and start looking. This is a good level to play in the Two-player Mode. You can have a real blast if you play with a friend. Be careful, your friend could easily sabotage your efforts.



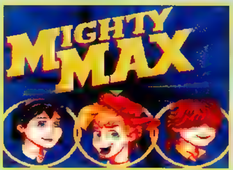


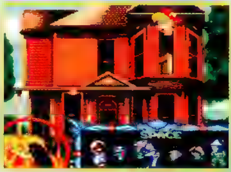


The game moves fast, yet you have to move slow or the enemies will take you out. Learn how to use the rocks, balloons, and the magnets to get the parts to the warp.

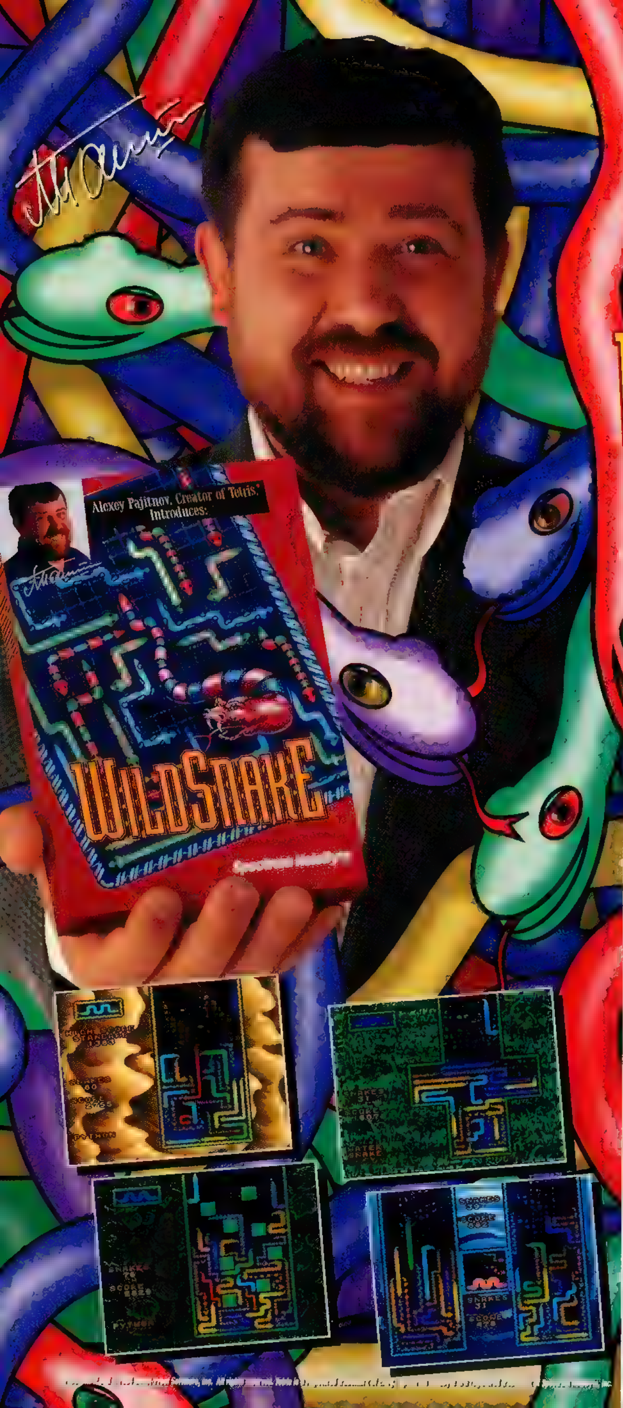
## Pick Your Stage

Choose the player you want to use at the beginning of the game.





Choose what level you want to go to at the beginning of the game.


Alexey Pajitnov, Creator of Tetris, Introduces:
WILDSNAKE

Alexey Pajitnov, creator of *Tetris*®, dares you to

# GET SNAKE BIT.

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**Stop the deadly nest of snakes from getting loose in WILDSNAKE, the wild, wacky puzzle adventure filled with crafty reptiles waiting to bite! As lethal snakes drop from the top you maneuver the venomous vipers to touch and swallow each other. But if you let those sneaky snakes take control...RUN!**

**WILDSNAKE is a wonderfully simple and addictive puzzle in the mesmerizing tradition of Tetris. One or two players can enjoy its quick arcade action with multiple speed options and a variety of challenging levels–from the slow Nestling to the vicious King Cobra. Your entire family will enjoy outsmarting the slimy, slithering snakes of WILDSNAKE.**

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[illegible]

# NICKELODEON GUTS

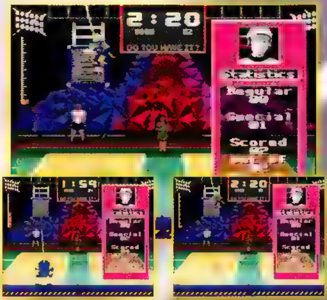
Do you have what it takes to take on Nickelodeon Guts, a competition where kids perform awesome athletic feats? Can you meet the challenge of incredible elastic and action sports? Then you have the Guts to take this game on.

This game is like *American Gladiators* for kids. It uses kids to play a challenge made for kids. People of any age can play and enjoy this game, especially when competing with friends. This game does present a small challenge, and it would be a good idea to practice up and beat everybody in the neighborhood.

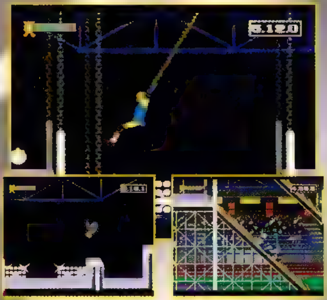
## FACT FILE

### GUTS

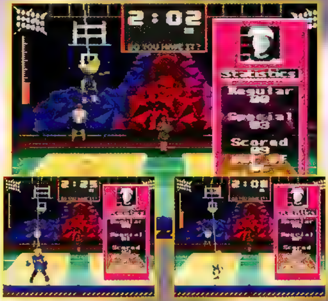
| MANUFACTURER | # OF PLAYERS |
|---|---|
| VIACOM NEW MEDIA | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | 6 |
| **THEME** | **% COMPLETE** |
| GAME SHOW | 100% |



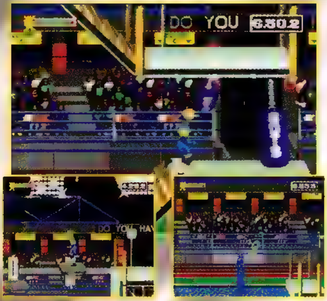
The Attack Course is where you have a stick with a scoop on the end and you must get the ball in the net with it.



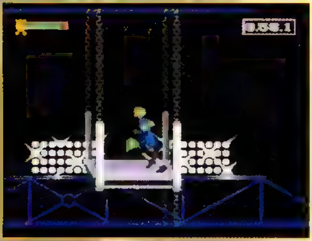
Here we have the Basic Training Course, where you must get through this obstacle course in under six minutes.

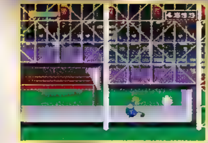


This is the slam-dunk contest where you do acrobatic-style jumps and dunk the ball to score as many points as possible.



The Tornado Run is a lot like the basic training, but there are tons of different obstacles you must overcome.





There are lots of "hidden" things in the obstacle course part of this level. They range from time to extra points. Most of these aren't hard to find, but tricky to reach. Don't waste time trying to get the hard ones.

GUTS
TRAINING

These are the different options in the game. They are pretty standard but are needed to turn some things off.

### THE GOOD

This game can get pretty fierce when you are competing against your friends.

### THE BAD

The events are more or less the same and can get boring after a while.

### THE UGLY

It gets pretty ugly when you fall in the obstacle courses.

# WHEREVER VILLAINY REARS ITS GREAT BIG HEAD... YOU WILL FIND THE TICK!

You are the awesome Tick! You have [illegible] abilities unknown to mere mortals. Nothing can bother you [illegible] for a few pesky ninjas, creeps, thugs and punks [illegible] your feelers once and for all! But why complain? — But [illegible] worry, for YOU are [illegible] Tick! Ever ready to thwart evil doe[illegible] day!

Based on the Saturday Morning TV S[illegible] Fox Kids Network!

Meet THE TICK, With The Look, Feel And Excitement Of A Great Arcade Game!

Large Characters give "The Tick" real arcade-style action!

Cool Moves, Thrashin' Action Jump, leap, turn a pirouette

Back to Back fighting lets players control two characters at once!

Colorful villains! Funny story lines!

- 44 levels of action!
- From the underground comic classic by Ben Edlund
- Available on SNES, Sega Genesis

[illegible] The Tick™ & [illegible] character [illegible] Ben Edlund. [illegible] TM & © 1994. All rights reserved.

BLACKTHORNE
TM

You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC.

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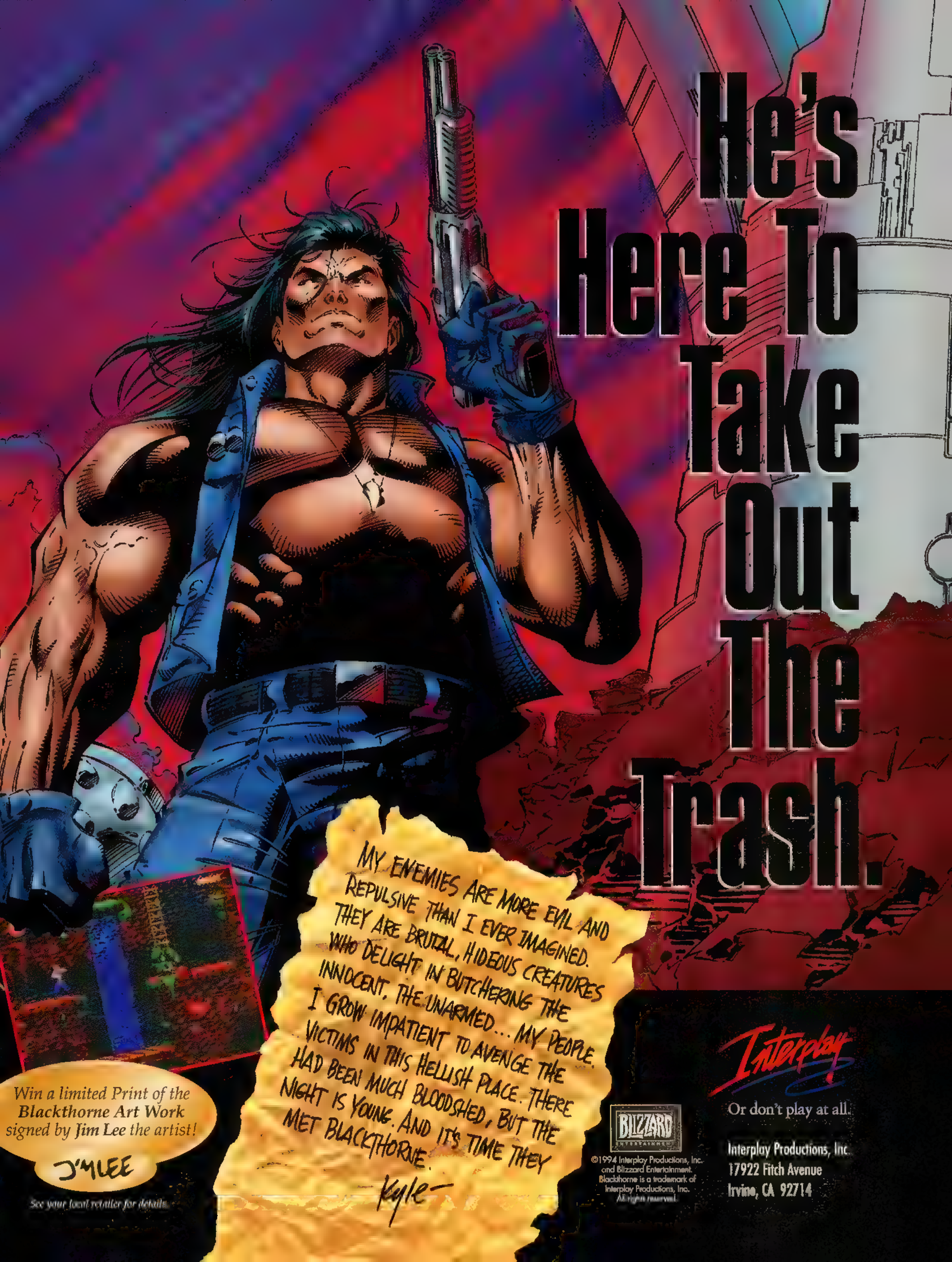
He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND REPULSIVE THAN I EVER IMAGINED. THEY ARE BRUTAL, HIDEOUS CREATURES WHO DELIGHT IN BUTCHERING THE INNOCENT, THE UNARMED... MY PEOPLE. I GROW IMPATIENT TO AVENGE THE VICTIMS IN THIS HELLISH PLACE. THERE HAD BEEN MUCH BLOODSHED, BUT THE NIGHT IS YOUNG. AND IT'S TIME THEY MET BLACKTHORNE.

Kyle

*Win a limited Print of the **Blackthorne Art Work** signed by **Jim Lee** the artist!*

J'M LEE

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BLIZZARD ENTERTAINMENT

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Interplay

Or don't play at all.

Interplay Productions, Inc.
17922 Fitch Avenue
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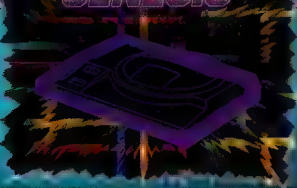


# ECCO

## THE TIDES OF TIME

**FACT FILE**

**ECCO THE TIDES OF TIME**

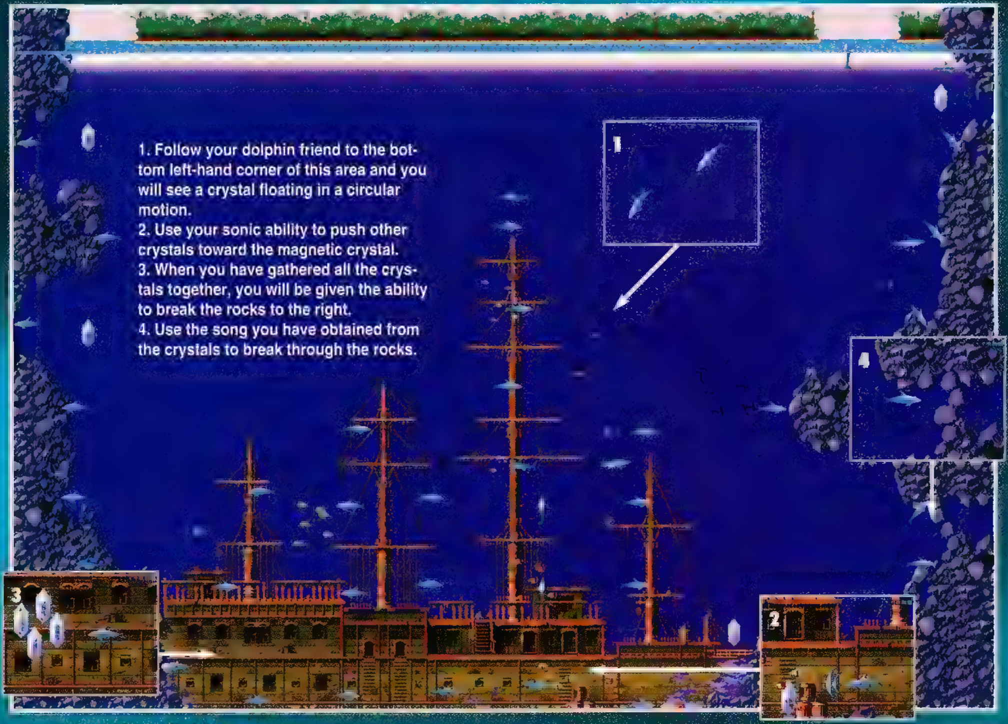
| MANUFACTURER | # OF PLAYERS |
|---|---|
| SEGA | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | NOW |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 16 MEG | 40+ |
| THEME | % COMPLETE |
| ACTION | 100% |

Ecco returns once again in a brand-new adventure. It seems the evil vortex is at it again, trying to start more trouble. Ecco must now save the Earth's oceans from her evil intentions.

Ecco's new quest involves a lot of exploring, especially with the [illegible] bigger levels, all filled with exciting and colorful graphics. To help him through each level, Ecco has many dolphin friends he can communicate with using his sonar. They will give him hints and clues as to what has been happening throughout the seas. Because the seas and oceans are so vast, Ecco can also use his sonar to help him navigate through the immediate area.

Many new dangers await our fearless Ecco. Can you help him save the oceans?

## CRYSTAL SPRINGS



1. Follow your dolphin friend to the bottom left-hand corner of this area and you will see a crystal floating in a circular motion.
2. Use your sonic ability to push other crystals toward the magnetic crystal.
3. When you have gathered all the crystals together, you will be given the ability to break the rocks to the right.
4. Use the song you have obtained from the crystals to break through the rocks.

**THE GOOD**

This new Ecco game has improved graphics over the first game. The sound seems to be better, too.

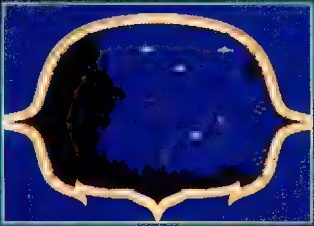
**THE BAD**

It would have been nice to be able to see the entire area when using the sonar.

**THE UGLY**

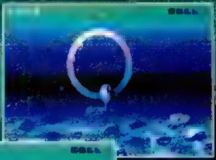
There are some cheesy hits that you just cannot avoid in some levels. Oh, the frustration!

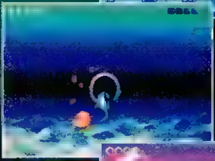
## USE THE SONAR TO FIND YOUR WAY



## ECCO USES TELEPORTING

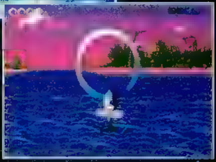
Swim into a teleport ring underwater to reach your next destination.



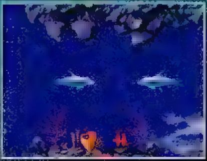


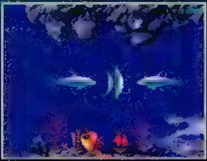
Nautilus shells release a poison that diminishes Ecco's health.

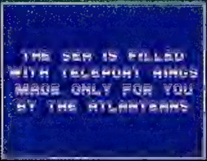
Don't forget that there are rings suspended above the water also.



## IF YOU CAN TALK WITH THE ANIMALS ...

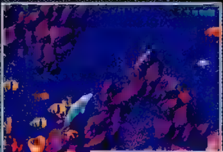






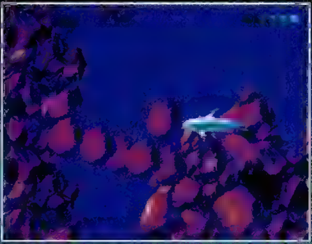
THE SEA IS FILLED
WITH TELEPORT RINGS
MADE ONLY FOR YOU
BY THE ATLANTEANS

## FAULT ZONE



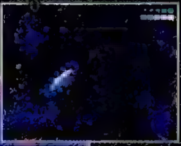
Although there are plenty of beautiful creatures under the sea...

... there are still dangers Ecco must be very aware of.

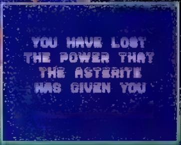


Early in the level, Ecco will come across a huge boulder. Make him push it to the left over these rocks so they will fall. Ecco will then be able to pass through to the bottom.

The caverns below begin to crumble.

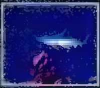


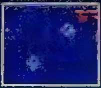
Ecco realizes that he has lost his powers.



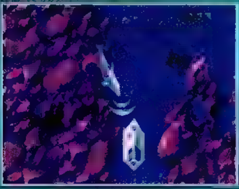
YOU HAVE LOST
THE POWER THAT
THE ASTERITE
WAS GIVEN YOU

## TWO TIDES

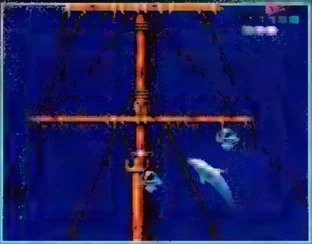




Many new dangers await Ecco as he progresses through more advanced levels.

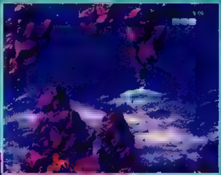


Ecco must find all the crystals and get them out of his way in order to move forward.



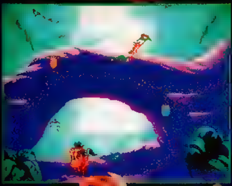
With all the creatures swimming around the sea, you must maneuver Ecco around and through them carefully as some of them will relentlessly attack him.

Ecco may find some strong undersea currents he may not pass by.

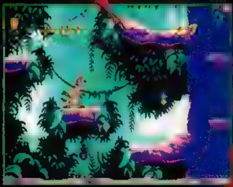


Use the tortoise here to block the currents and head downward.

## BONUS ROUNDS

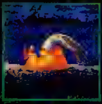


Guide Punbaa to the left and right to catch the bugs Timon drops.

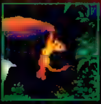


Guide Timon and have him hop from ledge to ledge, collecting bugs.

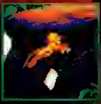
## AGILE MOVES



FLIP



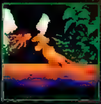
HANG



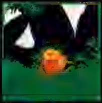
JUMP

MAUL

POUNCE

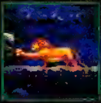


ROAR



ROLL

RUN



SLASH

## JUNGLE ITEMS

| | |
|---|---|
| **PLAIN BEETLE** | Restores half of Simba's health. |
| **PATTERNED BEETLE** | Restores all of Simba's health. |
| **AFRICAN RED BUG** | Increases Simba's total health. |
| **BLUE BEETLE** | Increases Simba's roar. |
| **1-UP** | Increases Simba's life total. |
| **CIRCLE OF LIFE** | Allows one more continue. |
| **SPIDER** | Decreases Simba's health a lot. |
| **BOMBARDIER BEETLE** | Decreases Simba's health a bit. |

## HALFWAY MARKERS

In various parts of some levels, Simba can mark a territory (and it's not what you think) by touching one of these marker icons. This way, you won't have to play a level from the beginning, and you'll be able to start from that point.

### THE GOOD

As always with Virgin games, the graphics and the animation of the characters are fantastic!

### THE BAD

Although the play control of the game is done well, areas with the "hang and flip" moves are tough.

### THE UGLY

I got a big kick out of the Bonus Round with Pumbaa. His belch is a total riot!!

# THE LION KING

## FACT FILE

### THE LION KING

| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| VIRGIN | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 24 MEG | 10+ |
| **THEME** | **% COMPLETE** |
| ACTION | 95% |

The Lion King takes place in the jungles of Africa where Simba the lion cub outgrows his carefree, royal lifestyle and accepts the responsibility, danger, and challenges to reclaim his rightful place in the "circle of life." The story unfolds visually, with backdrop silhouettes within the levels so that the characters can interact. All of the film's musical score has been adapted to the game. The game is divided into two sections. The first encompasses the life of young Simba, the cub; the second is about Simba, the lion prince, on his way back to reclaim the Pride Lands. The game progresses through 10 levels, plus two bonus rounds, changing from a light-hearted to a more serious action-adventure game. Ultimately, each level is a training ground for Simba's final confrontation with his evil Uncle Scar.

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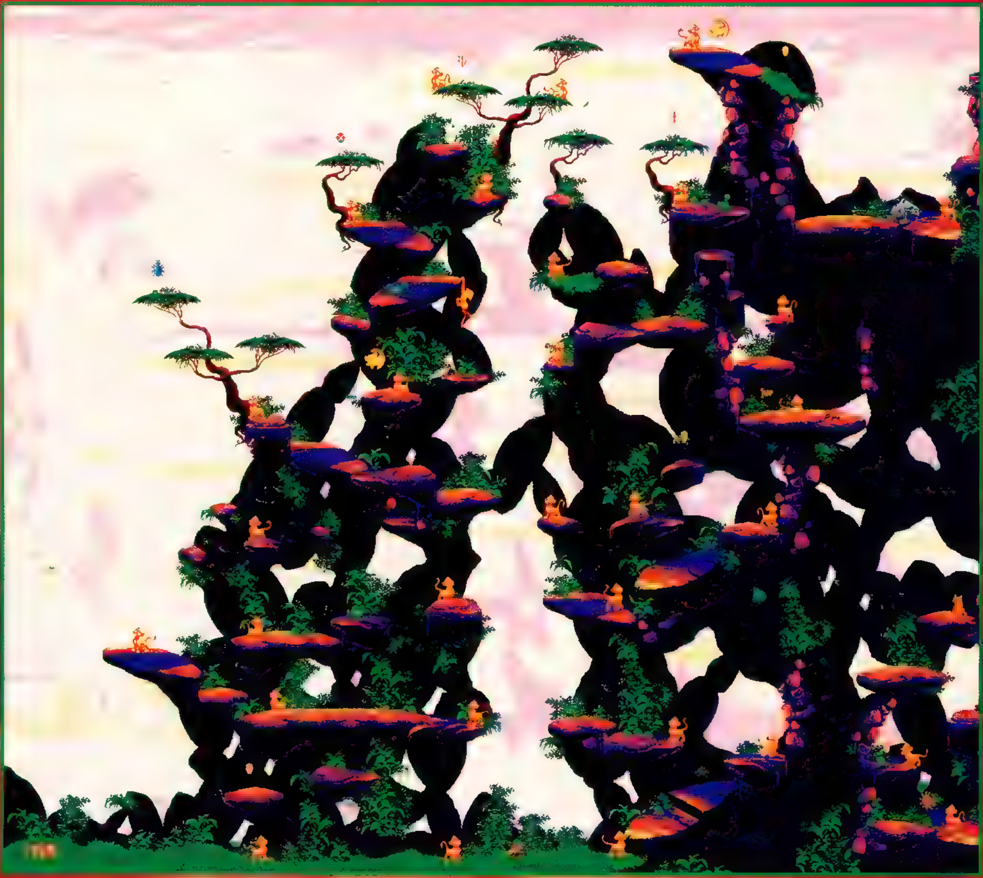
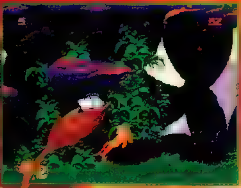
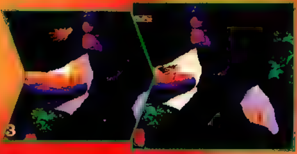
# LEVEL ONE—THE PRIDE LANDS

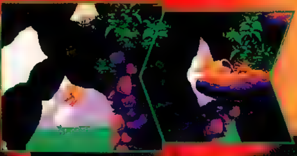




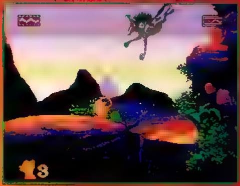
There are several ways to defeat an enemy, such as pouncing and rolling.

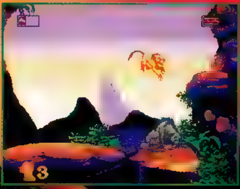


Throughout some levels you may discover hidden passageways that lead to different areas of that level.



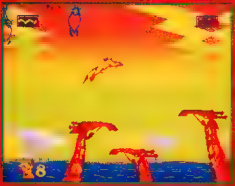
The first Boss is a hyena. Just let him jump at you. Quickly get out of the way.



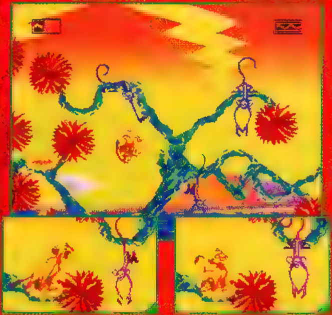


Pounce on him as he tries to catch his breath.

# LEVEL TWO—CAN'T WAIT TO BE KING

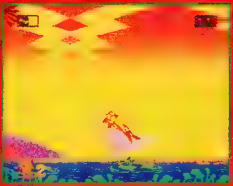


Leap on each giraffe. They will tilt their heads as soon as you land.

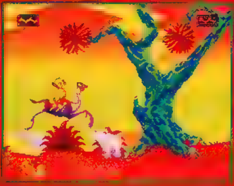


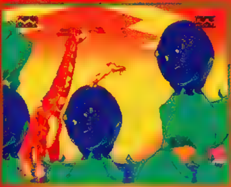
In order to get through this level, Simba must get past the monkeys who will toss him everywhere. Roar at the monkeys to turn them around, and they will toss you in the right direction.

This is similar to the giraffes but it takes more timing and agility.



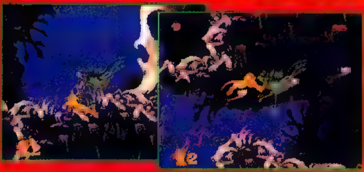
Ride the ostrich through the level, but be careful of branches and little hippos.



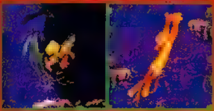


Jump from hippo to hippo in order to get by. You can even grab their ears.

# LEVEL THREE—ELEPHANT GRAVEYARD

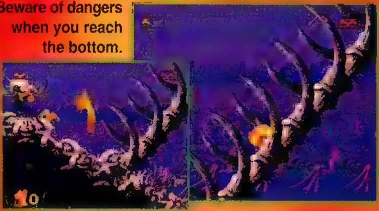


Remember that hyena you took care of in the first level? Well, he told all his friends about you!



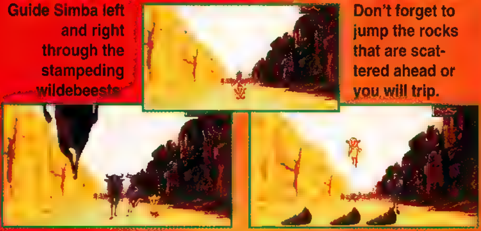
Many dangers lurk behind the pile of bones and rubble. Simba must use his agility to elude the evil encounters and challenges.

Beware of dangers when you reach the bottom.



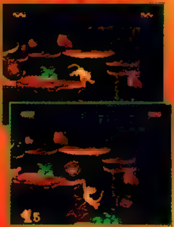
# LEVEL FOUR—THE STAMPEDE

Guide Simba left and right through the stampeding wildebeests.



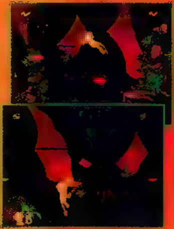
Don't forget to jump the rocks that are scattered ahead or you will trip.

# LEVEL FIVE—SIMBA'S EXILE

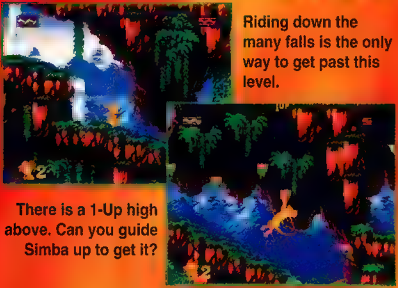


Run away from the rolling boulder and hang on to the ledge.

This level requires a lot of jumping and hanging. Timing is critical.



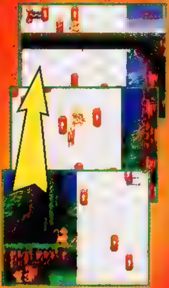
# LEVEL SIX—WILLOW CASCADE

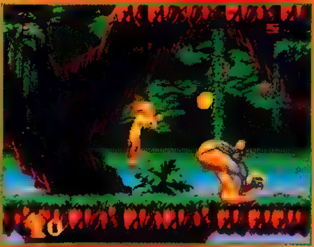


Riding down the many falls is the only way to get past this level.

There is a 1-Up high above. Can you guide Simba up to get it?

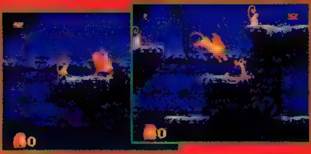
This is the toughest part of the level. Simba must hop a ride on the descending logs and make it to the top.



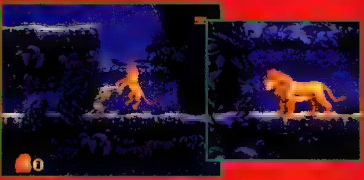


This gorilla Boss tosses bananas at you. Jump off the bananas and land on his back.

## LEVEL SEVEN—RAFIKI CHASE

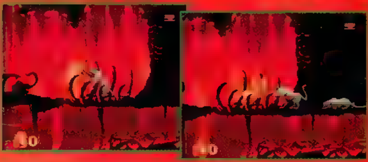


This level has hordes of pesky monkeys who throw rocks at you. Get rid of them quickly or they'll bombard you.



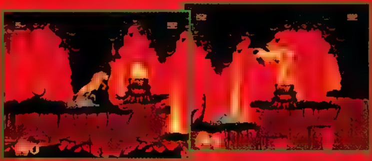
Cheetahs block your path in some areas. Get rid of them and Rafiki will clear a new path for you.

## LEVEL EIGHT—BE PREPARED



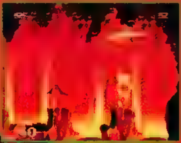
There are lots more cheetahs here. Use your new, adult skills to defeat them all.

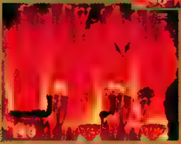
Don't forget that there are hidden areas in the game.



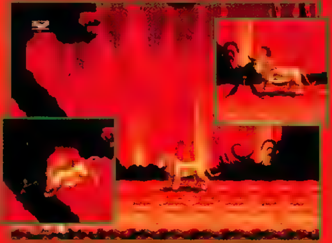
Don't rush through this level. It takes a lot of timing especially with the spewing lava.

Jump up as high as you can and knock at the stalagmite many times until it falls.





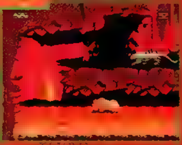
When the stalagmite gives, it will fall below and hit the floor to clear an opening.



You will then drop onto a moving platform over the lava. Swat away at the pesky bats.

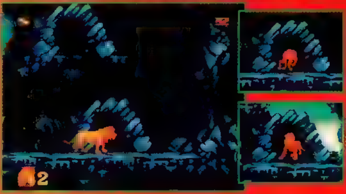
Be careful as you disembark the platform. There are plenty of cheetahs waiting for you.

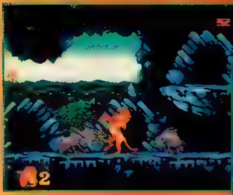
Duck when you get into the low ceiling areas. You don't want to ruin Simba's pretty mane.



## LEVEL NINE—HYENA LAIRS

The route through this level can be a bit confusing, because you must find the right caves to move in and out of.

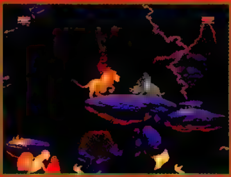




Be careful when you come out of a cave. Hyena packs may ambush you!

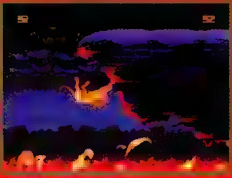
These hyenas are really tough. They'll do anything to keep you from getting to Scar.

## LEVEL TEN
## RETURN TO PRIDE ROCK

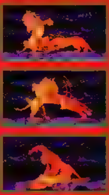


The weather is rough here. Watch out for the lightning!

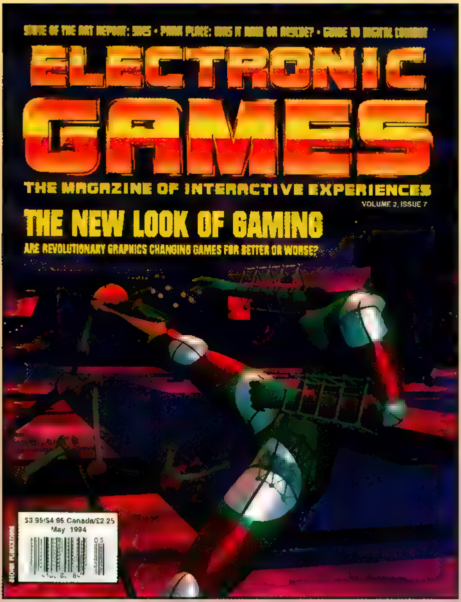
Simba must hang on for dear life while trying to reach Scar.



Simba's Uncle Scar is a tough fighter with many skills. He'll punch and slash you to keep his thrown.



# GET THE COMPLETE PICTURE: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April 1994

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SEGA

[illegible]

THREE CONTINUOUS MONTHS

[illegible]

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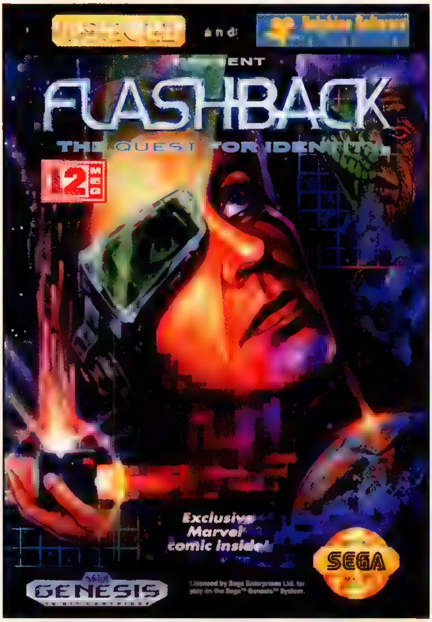
GAME OF THE YEAR

GAME INFORMER

# BEST OF SHOW WINTER CES

NINTENDO POWER



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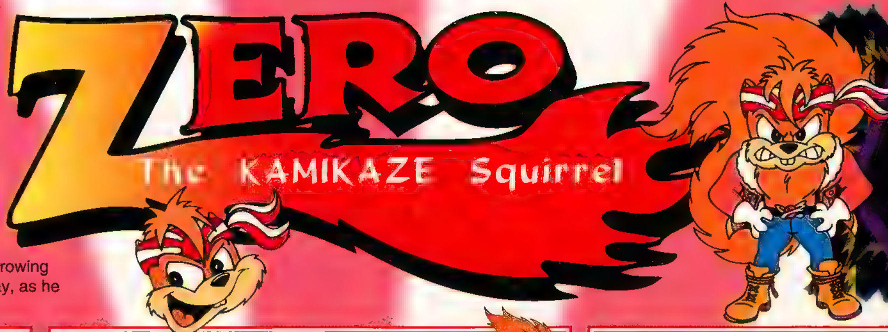
# ZERO The KAMIKAZE Squirrel

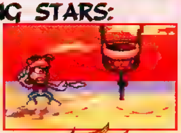


The nemesis of everyone's favorite spunky bat (Aero the Acro•Bat that is) breaks from the evil Edgar Ektor for his own adventure! Zero the Kamikaze Squirrel has the same "feel" as the Aero games, but not so much that it feels like an imitation or the same game with a new face: Zero requires skill, technique, and patience. However, once you fully master the character (there are several areas in the various stages that are specifically designed so you can practice his nose-diving and other techniques). Zero also has throwing stars and nunchakus to keep the nasties at bay, as he tries to defeat Jacques Le Sheets!

GUARD YOUR NUTS!
ZERO'S COMING!

## THROWING STARS:

Zero can collect throwing stars to use on enemies!

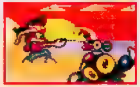


**RED:** Gives Zero one Star.

**BLUE:** Gives Zero five Stars.

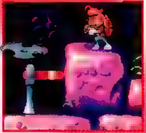
**GOLD:** Gives Zero 10 Stars.

## USE NUNCHAKUS:



Press down and the B button and Zero will use his nunchakus attack! This does more damage to enemies than Throwing Stars or even dive bomb attacks!

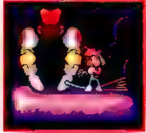
## CHECKPOINT:



Tag these poles and a flag comes up. If you die, you start from this point.

## SECRET ROOMS:

Jump on the pad and a doorway will inflate. Go inside and there are several items.



## FOR LIVES AND POINTS:

These various items are hidden throughout the scenes! Also remember when you defeat an enemy, an item may appear!

**COIN:** Get 100 Coins and get an extra life.

**FOOD:** These food items will give you points.

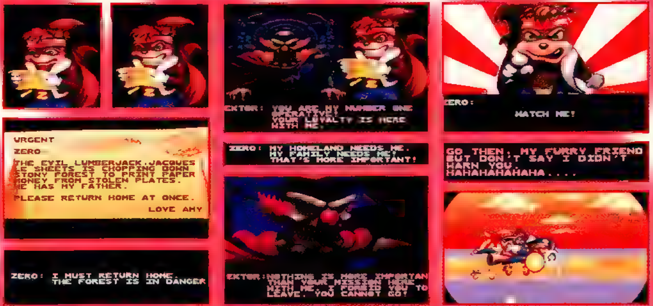
**Z:** These Z's add to your Life Meter.

**1-UP:** Get the Zero head for an extra life!

## FACT FILE
## ZERO THE KAMIKAZE SQUIRREL

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SUNSOFT | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | NOVEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 16 MEG | 15 |
| THEME | % COMPLETE |
| ACTION | 100% |

## HOW IT BEGAN: ZERO LEAVES THE EVIL EDGAR EKTOR, BUT WILL EKTOR ALLOW SUCH A THING TO HAPPEN? FIND OUT!



URGENT
ZERO
THE EVIL LUMBERJACK JACQUES LE SHEETS IS CHOPPING DOWN STONY FOREST TO PRINT PAPER MONEY FROM STOLEN PLATES. HE HAS MY FATHER.
PLEASE RETURN HOME AT ONCE.
LOVE AMY

ZERO: I MUST RETURN HOME. THE FOREST IS IN DANGER

EKTOR: YOU ARE MY NUMBER ONE OPERATIVE! YOUR LOYALTY IS HERE WITH ME.

ZERO: MY HOMELAND NEEDS ME. MY FAMILY NEEDS ME! THAT'S MORE IMPORTANT!

EKTOR: NOTHING IS MORE IMPORTAN THAN YOUR MISSION HERE WITH ME. I FORBID YOU TO LEAVE. YOU CANNOT GO!

ZERO: WATCH ME!

GO THEN, MY FURRY FRIEND BUT DON'T SAY I DIDN'T WARN YOU. HAHAHAHAHAHAHA....

### THE GOOD

A great action game with a unique character that actually does more than just run-and-jump.

### THE BAD

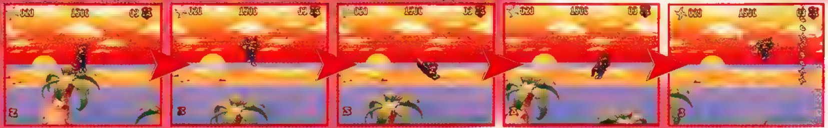
Zero has his own game, so who will fight Aero the Acro•Bat?

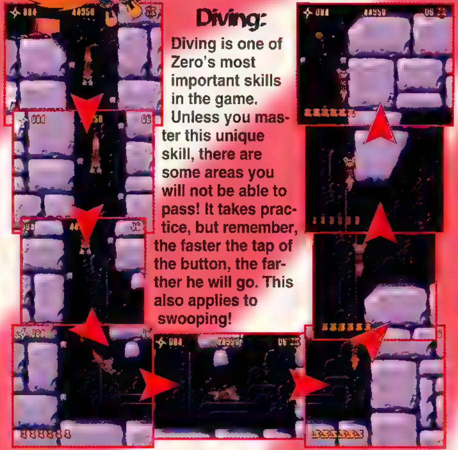
### THE UGLY

When Zero falls into the gravel-munching machine and has his skeleton spit out!

## Zero & the Ability to Swoop:

Zero can glide in the air for brief periods of time by doing a double jump motion with the B button! Simply jump in the air and press diagonally down in either direction and press the B button again.

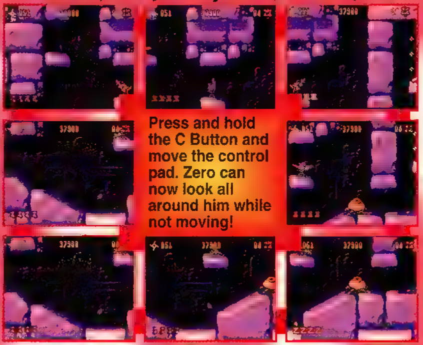




## Diving:

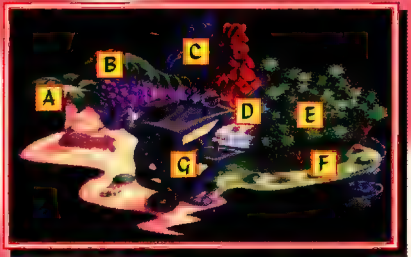
Diving is one of Zero's most important skills in the game. Unless you master this unique skill, there are some areas you will not be able to pass! It takes practice, but remember, the faster the tap of the button, the farther he will go. This also applies to swooping!

## ZERO: He's Got the Look!



Press and hold the C Button and move the control pad. Zero can now look all around him while not moving!

## THE MAIN MAP: Where To?

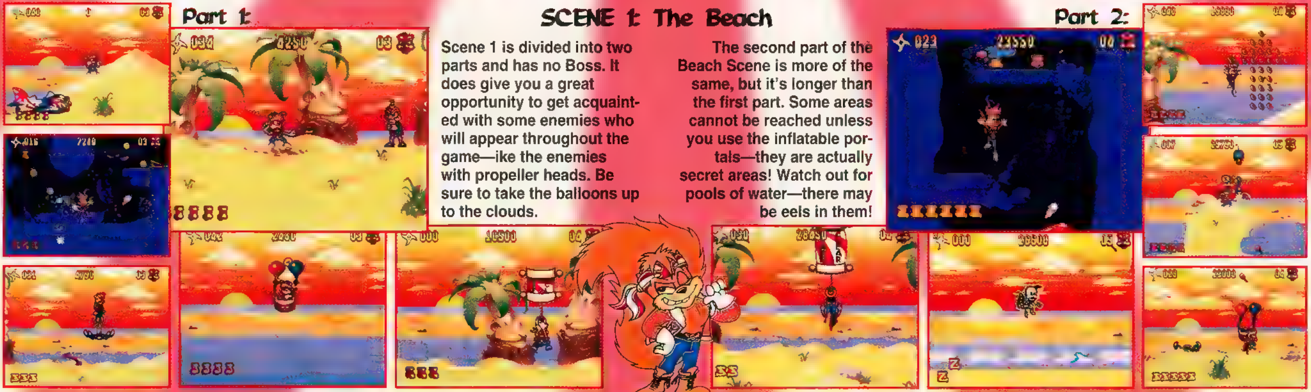


(A) Scene 1:The Beach; (B) Scene 2:The Cliffs; (C) Scene 3:The Mountain Tunnels; (D) Scene 4:The River Rapids; (E) Scene 5:The Forest; (F) Scene 6:The Toxic Waste Pool; (G) Scene 7:The Factory

## Drive the Jet Ski and Speedboat:

There are also two driving scenes where Zero must ride the rapids and navigate through a toxic waste pool! To control these vehicles, push LEFT to slow down, RIGHT to speed up and press the B Button to jump.

## SCENE 1: The Beach



### Part 1:

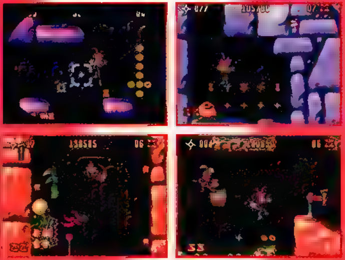
Scene 1 is divided into two parts and has no Boss. It does give you a great opportunity to get acquainted with some enemies who will appear throughout the game—ike the enemies with propeller heads. Be sure to take the balloons up to the clouds.

### Part 2:

The second part of the Beach Scene is more of the same, but it's longer than the first part. Some areas cannot be reached unless you use the inflatable portals—they are actually secret areas! Watch out for pools of water—there may be eels in them!

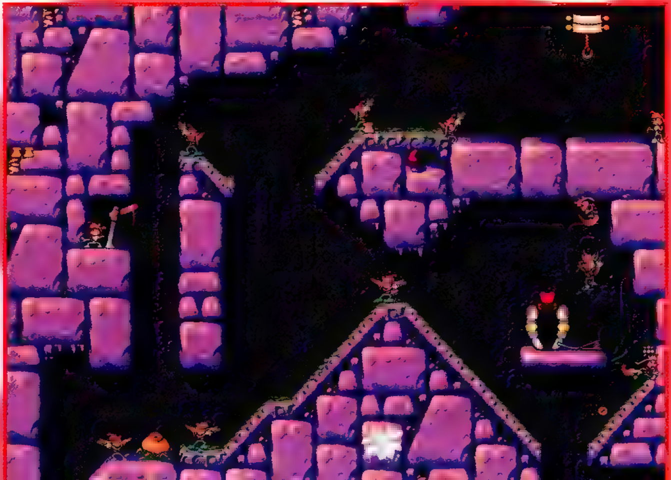
## SCENE 2: The Cliffs

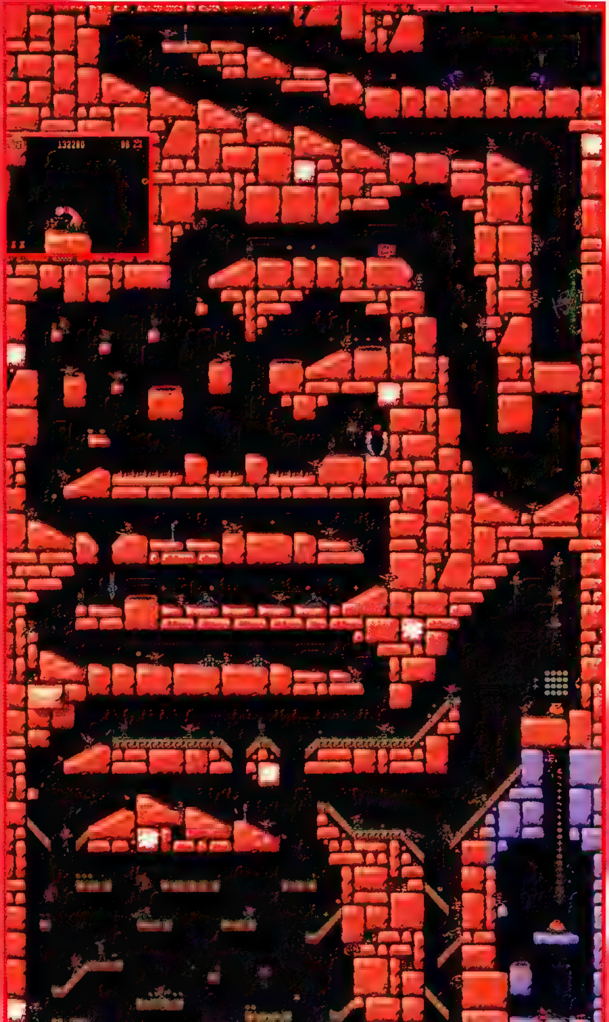
Scene 2 is a gigantic, underground cave (maps of both parts below). There are some areas that contain items, but you cannot get to them. Don't fret—they can be accessed with the inflatable doorway that takes you to the secret areas! There are also two mid-Bosses you can defeat by smashing their glass domes and repeatedly hitting the pilots inside. Also beware when the screen changes and puts you in the crosshairs of a machine-gun sight—you get shot at! Just keep moving until the ammo runs out!

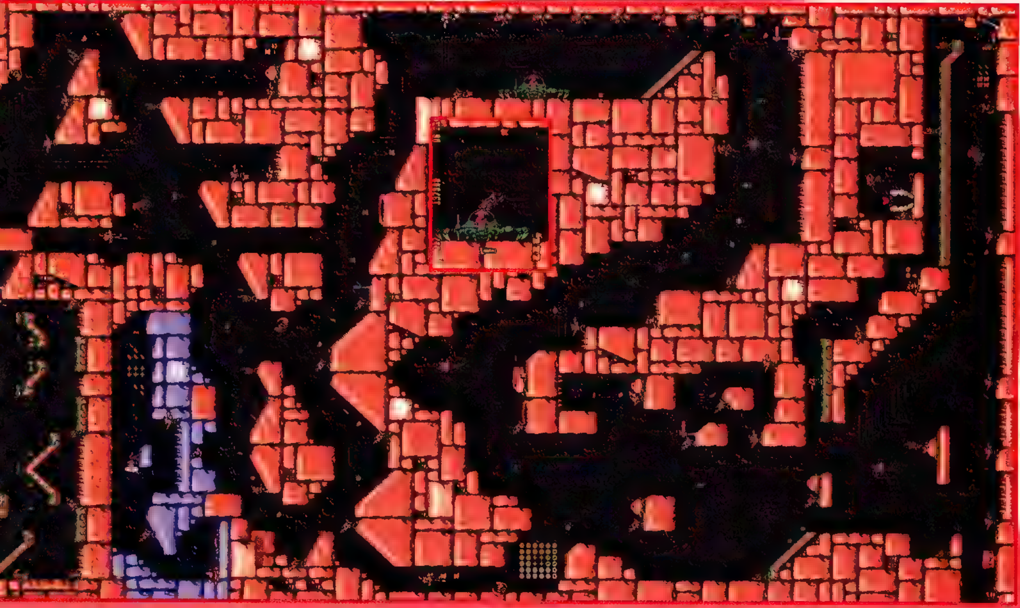


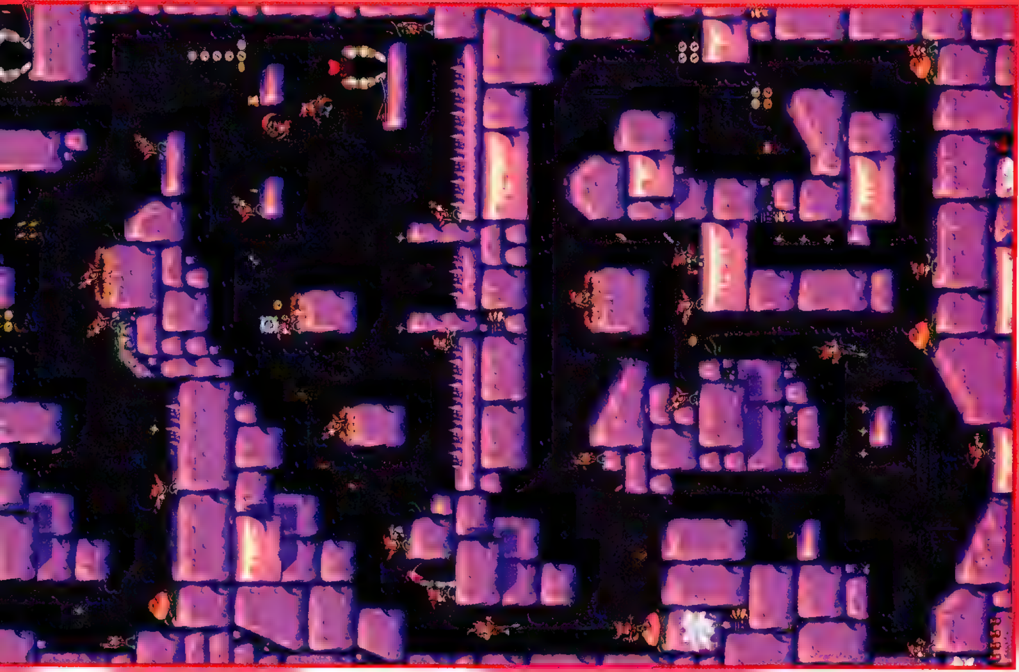
## BOSS: Boulder Men

These attack and roll into boulders. The only time you can hit them is when they unroll and breathe fire-balls. They are big, but very easy to beat.



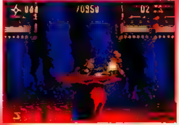


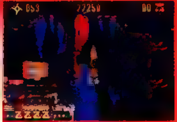


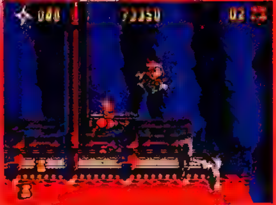


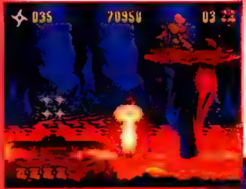
## SCENE 3: The Mountain Tunnels

Divided into two parts, the caves are filled with lava and will burn Zero to a crisp if he touches the fiery liquid. The stage is also filled with melted platforms and guards.

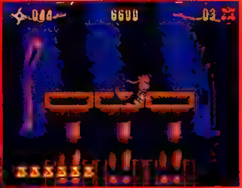




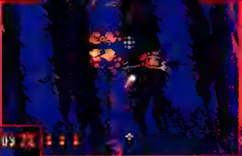




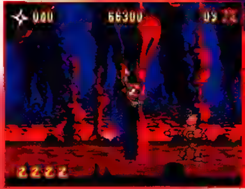
The earth-crunching machines will eat up Zero and spit out the bones! Always remember to look before you leap here.



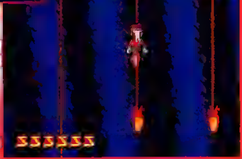
Be careful when jumping from the platforms. The lava will burn Zero to a crisp. Also watch for guards!



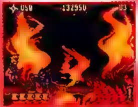
Near the end of the first part are several long ropes. Quickly jump from rope to rope as they burn up to the top.

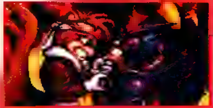


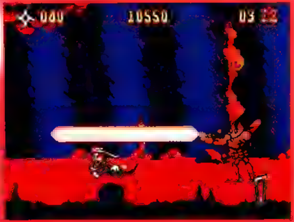
There are several guards who will fire machine guns or carry girders. They will block your attacks or [illegible] you away.



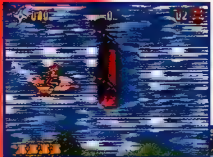
There are two Bosses in the Mountain Tunnels. The first is Skreech, the second is Firebug. Skreech is the harder of the two because you fight on platforms and can die instantly if you fall off. Firebug attacks with a variety of weapons.



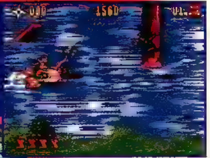




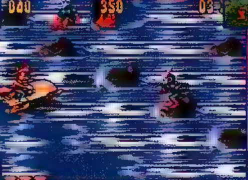
## SCENE 4: The River Rapids



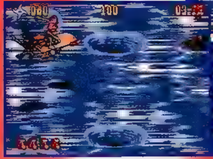
As you go down the river, creeps will jump onto your Jet Ski and slow you down! Simply punch them in the face and they will fall off.



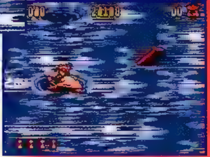
Speed down the river and jump on the log that the two creeps are rolling—you'll almost have a double jump.



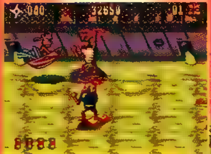
The whirlpools mean instant death for Zero if he gets sucked down into them! Avoid these at all costs.



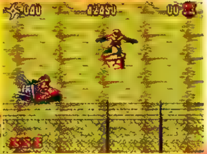
Rocks are another kind of hazard that need to be avoided! If Zero runs into a rock, or other stationary object, he will be thrown.



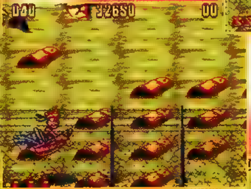
## SCENE 6: The Toxic Waste Pool



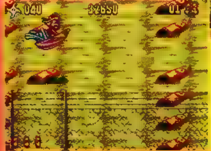
This high-speed scene is harder than the Rapids Stage because there are more enemies and obstacles to avoid. One hit and it's over!



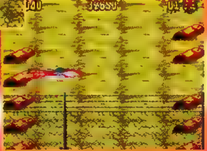
The Beetles are also a menace you'll have to avoid—along with the enemy helicopters that will attack at times.



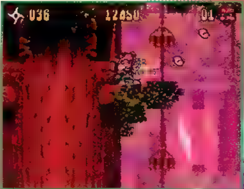
If Zero hits a stationary object, he will be thrown. When he lands in the toxic waste, he will literally melt!



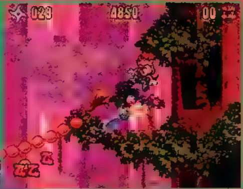
Oil drums are also a constant threat. Like the other hazards, if you hit these, you'll get thrown into the toxic goo and melt!

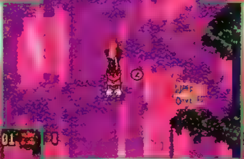


## SCENE 5: The Forest



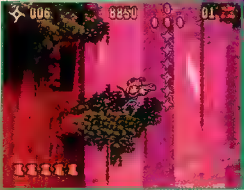
The chainsaw men are a real pain for Zero—hit them off their saws, and they will keep on going. Stars won't work on them!



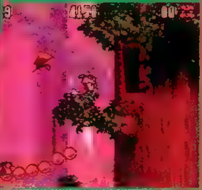


There are two Super Dive Tests in a row. You must do them both successfully or you have to start all over.

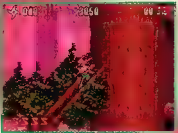
Some big areas cannot be accessed—knock down the log bridges so Zero can get to the areas far below!

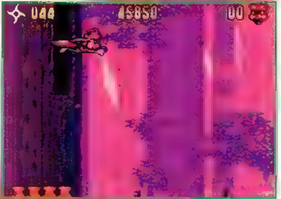


Use the vines to climb to high platforms, and always use Zero's telescope to spot enemies and safe platforms to jump on.

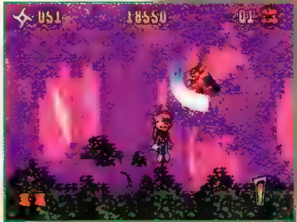


Slides & Glides: Master Zero's many flying skills!

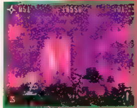




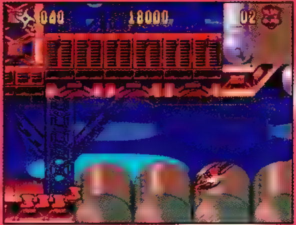
Remember the Dive Test—you must pass them both.

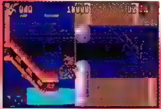


Quicksilver is the Boss and he attacks with Freddy Kruger-like claws. He has a spinning attack that makes him invulnerable to dive bomb and swooping attacks. He also throws his blades in three directions. Just be patient and wait for him to come to you.



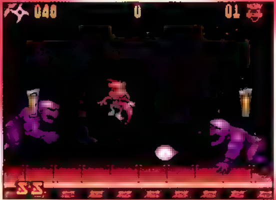
## SCENE 7: The Factory

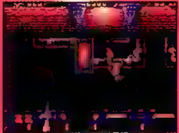


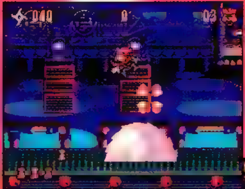


Near the end, there is a series of conveyor belts with pinch rollers. These will not take away an entire life—just deprive you of energy! After that you will climb to the top and confront Le Sheets and other Bosses!

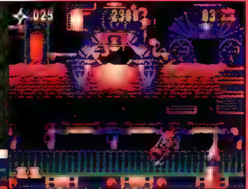
At the end of this scene you will fight your previous enemies—all in a row. Be sure to have plenty of energy here!





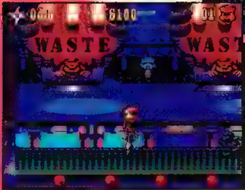


You can jump on top of the giant log clamped in the mechanical arm and ride it to the level—if you can get there that is!

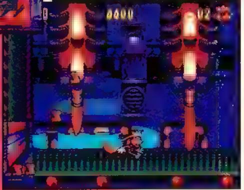


The Factory Scene is divided into several rooms—the first has a giant saw blade. Push the lever to advance.

The log-cutting room is next, with blades that fall from above. Also watch for the flame jets in the middle of the room.



The final room is the Waste Room. Destroy the camera and all enemies and get ready for the final confrontation below.



# the Pagemaster

## FACT FILE

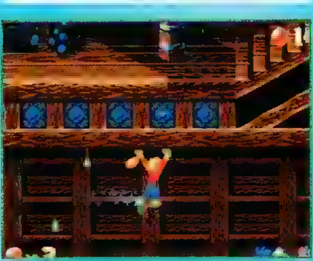
### THE PAGEMASTER

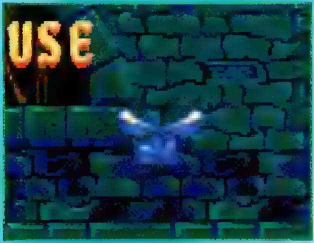
Pagemaster
PRESS START

| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| FOX INTERACTIVE | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 16 MEG | 44 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

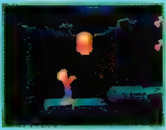
There's a new game company out there and most of you might watch its television counterpart. Fox Interactive is the name, and here is one of their first games.

The Pagemaster is a game based on a movie about a little boy who is drawn into his books, literally. All of your favorite characters jump to life as you play this game where what you read is what you see. There are classics like Three Little Pigs and Humpty Dumpty. This side-scrolling action game gives you something fun to play and look at. There are lots of cute animations and well-drawn enemies. There are three worlds that are full of different levels to explore. If you don't have any weapons, jump on your enemies to kill them. This can be tricky because if you don't jump on them just right, you will get hit. The best thing to do is to make sure you always have weapons.



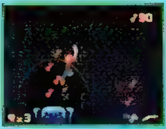


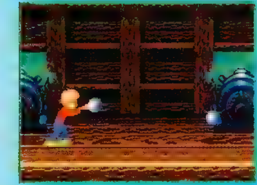
**This handy little item allows you to get hit once. However, once you're hit, he runs. Run after him and catch him.**



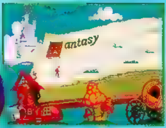
**You can pick this skull up and move it. It will allow you to jump higher to get to those places just beyond reach.**

**You will find a big hidden book in some levels. Jump on it and it will take you to a cool, bonus level.**

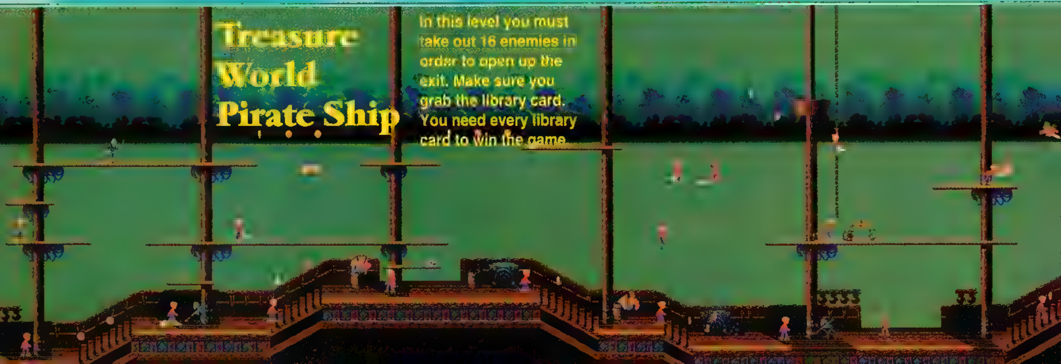




**There are lots of items in this game for your use. There are three weapons, such as a bag of marbles to throw at the enemies, a vial that lets you shoot magic from your fingertips, and a sword. There is also an item that lets you cling to the ceiling and walk hand over hand.**



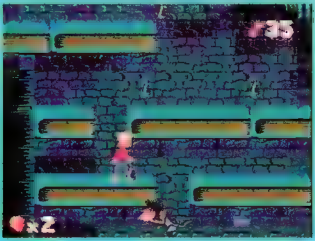
**This is what the overworlds for every world generally look like. Choose your levels from here.**



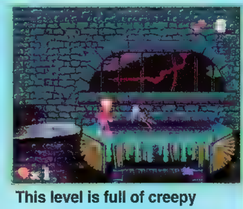
## Treasure World Pirate Ship

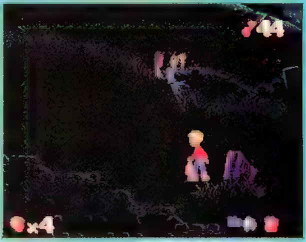
In this level you must take out 16 enemies in order to open up the exit. Make sure you grab the library card. You need every library card to win the game.

# Horror World



This guy is a Jekyll and Hyde of sorts. He turns into a raving lunatic after drinking some potions. Repeatedly jump on his head to do away with him quickly.

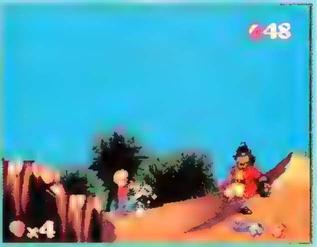


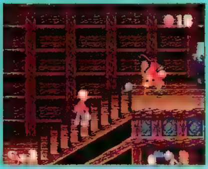


This level is full of creepy crawlies trying to make you have a bad day. We can't let that happen. The enemies in this world have a very ghoulish aura to them and are hard to defeat. The best way to gaffle them is to make sure you have a weapon. They are easier to hit from a distance to jump on.

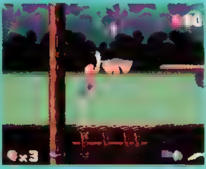
# Adventure World

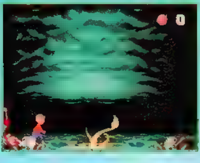
This is one of the coolest-looking levels in the game with lots of neat scrolling and colors. Watch out for the one-legged pirates—they can be really hard to defeat.





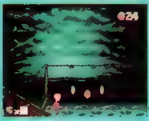
There are lots of pirate ships in this world. There are many different ways to run through each one. Find all the items.



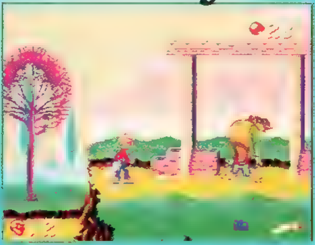


This level is hard because it automatically scrolls, and if you touch either side, you are killed.

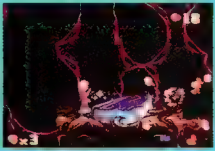
Don't worry about the items so much as getting obliterated.

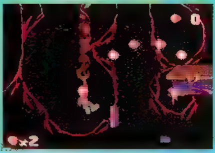


# Fantasy World

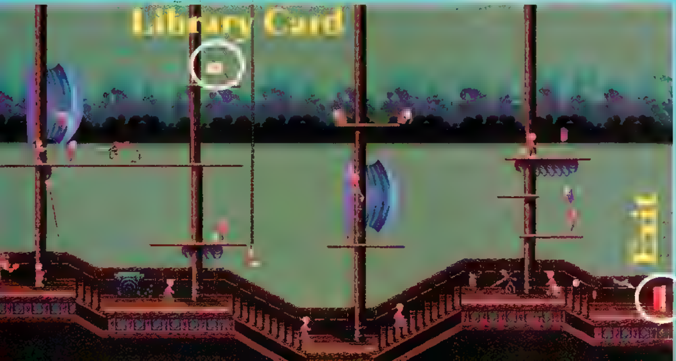


There are some very weird enemies in this level. Some of them are from the nursery rhymes. Only problem is, they aren't quite as friendly as you'd imagine.





There are tons of different levels to go through. Some worlds even have two different paths to go down. That means that it even holds some replay value. You will find these books throughout the game and they will try to help you. One book allows you the power of flight. The game looks really good. So does the movie which stars Macaulay Culkin. Make sure you watch for both.



**THE GOOD**
Great animations and graphics make this one a good cart to try.

**THE BAD**
Some of the levels are extremely frustrating.

**THE UGLY**
Your pants after the ghost scares the hell out of you.

You Guys Finally Made It To Sega. What Do You Say?
It's about time... so chill!
Sounds like a sweet deal!
Sounds great! ...Hov 'bout a hug

The mayhem continues as this carnival-gone -bonkers takes the hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screamin all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting gam

Let the clay fly as huge clay animated characters come t this major 16-Meg car

ClayFighter
Thank you very much!
No crybabies allowed!
SEGA
GENESIS
ClayFighter
SEGA ARCADE PAD 6 BUTTON RECOMMENDED
SEGA
Interplay
LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM

Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Mister Frosty, Ickybod Clay, Helga and the rest of the gang over for a thrashin' bashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay

[illegible] Productions [illegible]
[illegible] 22 Fitch Av[illegible]
[illegible] CA 927[illegible]
[illegible]

VISUAL CONCEPTS

[illegible]

# GENERATIONS LOST

The old man sits in the forest and tells a tale of how things are in the world and how they use to be. The young man, who is called Monobe, listens. When the old man is done he tells Monobe that he is the descendant of the great leaders of the past and that he must go on a quest to find out what is wrong with his planet. Someday he will take his place as leader. Monobe receives a special suit that has powers to help him along the way. It is complete with an Erad which is an energy radiator used for climbing, but it can also be used as weapon. Put on your suit and get ready—this one's different.

GENERATIONS LOST

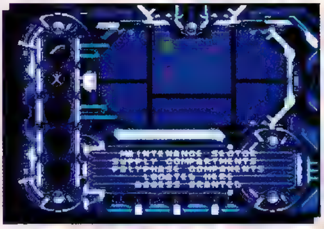
## FACT FILE

### GENERATIONS LOST

| MANUFACTURER | # OF PLAYERS |
|---|---|
| TIME WARNER | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | N/A |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

## Level 2

**In Level Two, you are on your way to the first of the transporters that will take you to the rest of the game. Travel through the area where the inhabitants worship the enchanted box. This level involves a lot of different problem solving. There are several places where you need to do some serious thinking and intense exploring. This level is really huge and offers you a lot of time to improve on your abilities. Arrows flying out of the walls make it so you have to time your jumps perfectly. Once you find all of the pieces of the Polyphase Conductor, use it to gain access to the generator room in the Maintenance Sector. Good luck, this is a tough level!**



MAINTENANCE SECTOR
SUPPLY COMPARTMENTS
POLYPHASE COMPONENTS
LOCATED HERE
ACCESS GRANTED

**THE GOOD**

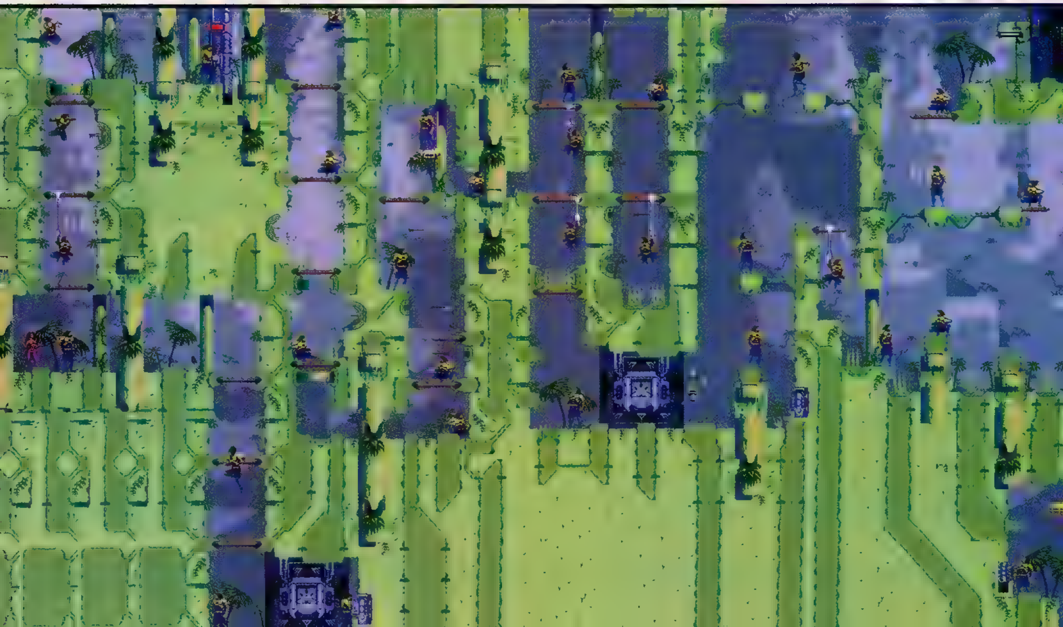
**This game features a lot of really cool game play and some awesome graphics.**

**THE BAD**

**Some levels are hard while others are too easy.**

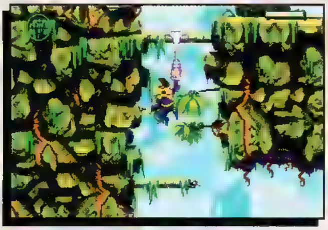
**THE UGLY**

**The way the guys on the nuclear level look!**

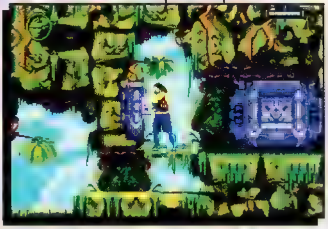


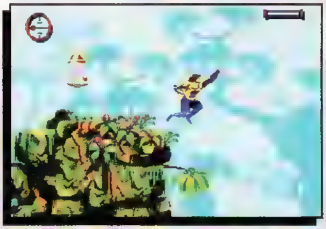
# Level 1

Open the vault chambers to find special icons and power-ups.

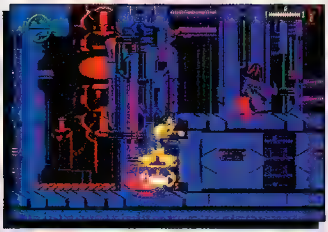


Use your Erad to climb and explore the whole level.





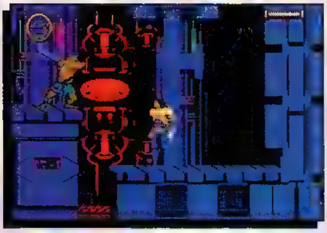
If you get this icon you can swing around until you find the next one.



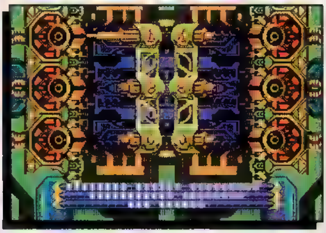
Use this platform to power-up your Erad, so you can climb to higher levels.

# Level 3

In this level, you are in what was a nuclear power plant.

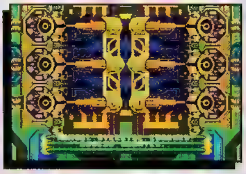


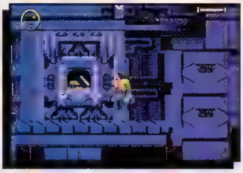
The objective here is to find three parts of a certain device you need to enter the next level. There are three puzzles you have to solve before you will be allowed to get through certain doors. They are not too hard; they just take some timing.



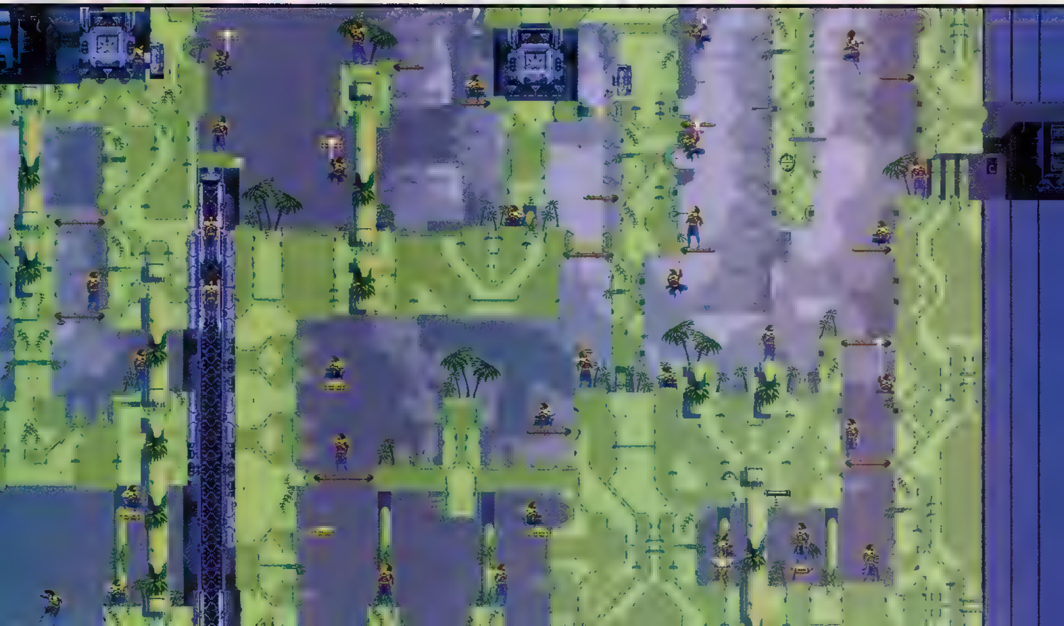
The bars in the middle have to lock on to the spinners on the outside.

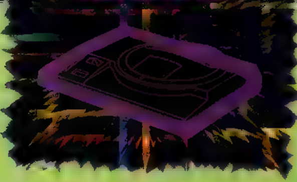
Once you put them all in, the override will be complete.





Find the three pieces; then you can go to the next level.





# BOOGERMAN™

## A PICK AND FLICK ADVENTURE™

BOOGERMAN
LICENSED BY SEGA ENTERPRISES LTD.

## FACT FILE

### BOOGERMAN

| MANUFACTURER | # OF PLAYERS |
|---|---|
| INTERPLAY | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MEDIUM | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 24 MEG | 20+ |
| **THEME** | **% COMPLETE** |
| ACTION | 95% |

### THE GOOD

The comical theme puts a smile on many people's faces when playing this game.

### THE BAD

The ease at which you can get killed is unbelievable. Watch your step!

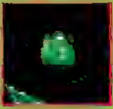
### THE UGLY

Although the theme is funny, after a while it gets kind of disgusting. Try to hold your lunch down.

Boogerman to the rescue! The mad scientist, Professor Stinkbaum, has created a device that sends all the trash in the world to a different dimension recently named Dimension X-crement. The eccentric millionaire, Snotty Ragsdale, is worried over this latest technological development, so he goes undercover to spy on the good professor. Under the guise of a lowly janitor, he learns that the device relies on a very special fuse made out of a rare isotope called Snotrium 357. Unfortunately, while cleaning the lab, he sneezes and opens a portal to Dimension X-crement just long enough for something to grab the fuse! Seeing the evil potential that this could cause, Snotty assumes the role of Boogerman and jumps in the portal. Do you have what it takes to fight your way through the levels and retrieve the fuse? Good luck and keep on picking.

## LOOK AT THESE SUPER BOOGER ITEMS!

Collecting a can of beans adds to the gas meter.

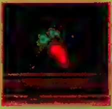


Boogers will add to the mucous meter.

The cape restores Boogerman to full health.

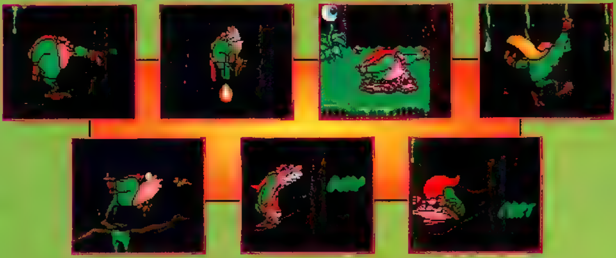
The milk makes the loogie attack available.

Get enough plungers and go to a bonus stage.

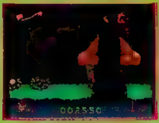


The chili pepper allows Boogerman to fly.

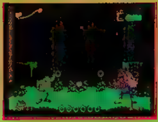
## LOOK AT BOOGERMAN'S MOVES!



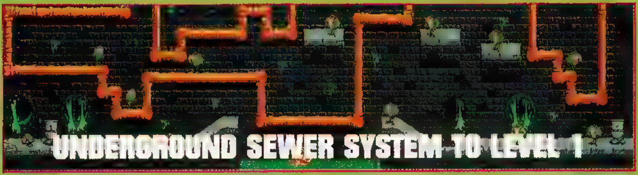
## LEVEL 1: THE FLATULENT SWAMPS



The nose teleporters are used to move Boogerman to a similar nose teleporter elsewhere in the level.

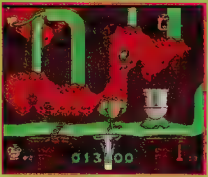


Hickboy is the first level Boss you fight. Watch out for his egg launcher and chicken club. They can be dangerous.

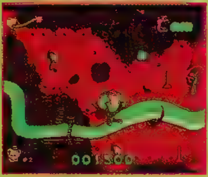


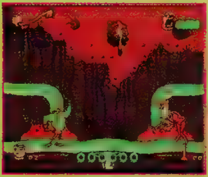
Watch out for the goblin patrols in this sewer level!

# LEVEL 2: THE PITS



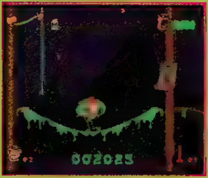
The Pits is just that. This level is filled with goblins, and some of the smaller enemies are harder to kill because of their size. Don't get caught up in the fact that you are running through something's intestinal track. Yummy!



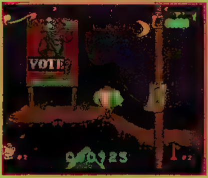


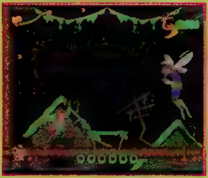
Revolta is a dangerous person with an attitude. Watch out for her flying heads and pole jumps.

# LEVEL 3: BOOGERVILLE



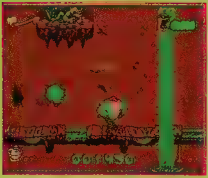
Boogerman took a wrong turn at Albuquerque because he is not in Kansas anymore. Boogerville is a dangerous place for our hero. Check out the cool background—it is quite a treat. Look at the Boogerman wanted posters, too.



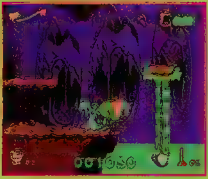


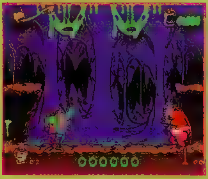
Flyboy will bug the heck out of you. Dodge his vomit bomb, fart duster, and missiles.

# LEVEL 4: MUCOUS MOUNTAINS AND NASAL CAVERNS



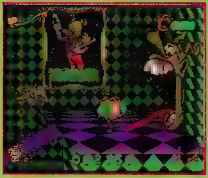
The Mucous Mountains is a dangerous place with its moving bridges and ramming goblins. Watch out for these obstacles and dodge the small, bouncing boogers. The mountains lead to tricky caverns. Be ever vigilant!



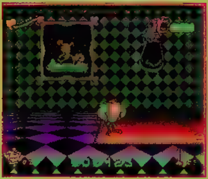


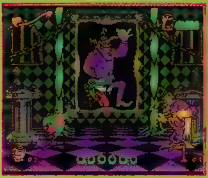
Deoder Ant is another buggy character. Watch out for his ant-acid and his ant-tenae attacks.

# LEVEL 5: PUS PALACE

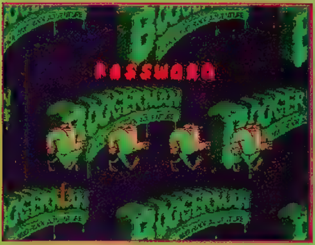


The Pus Palace is the final level in this adventure. Check out the background in order to see some pictures of the final bad boy, the Booger Meister. The level itself is a challenge, but the challenge is at the end of the level with the head cheese.

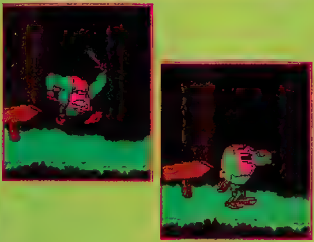




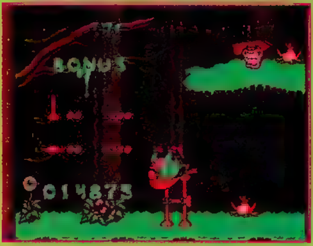
Booger Meister is the final challenge. His attacks are similar to our heroes so be careful!



The password feature is very helpful in your epic quest.



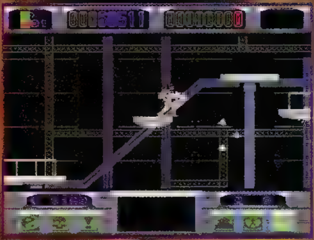
If you are too inactive for Boogerman, he might get a snack or dig for gold.



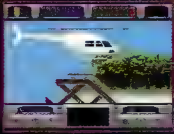
If you get enough plungers at the end of each level, you can get a free life!

# THE LAWNMOWER MAN™

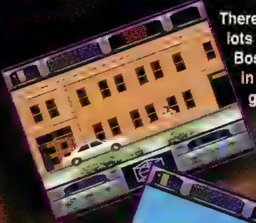
Come with me to a world that is not known to many. A world that some would stick their noses up at and look away in disgust. A world that you and I or anyone else who has even an ounce of knowledge about the video game industry would know. The world of Virtual Reality. This game is based on the science-fiction movie of the same name. It involves experiments in the virtual reality world. Experiments that can make one smarter and give unbelievable powers. That is the premise for this game. Play as Dr. Angelo or Carla trying to defeat Jobe, a simple-minded man who was transformed into the "demon" you see in the middle. He was part of these experiments. When the government decided to put their unwanted heads into all of this, he went crazy with from the power. Travel through the side-scrolling levels and find the portals that will take you into the virtual worlds. Eventually fight Jobe to keep him from taking over the world's computers and then the world itself.



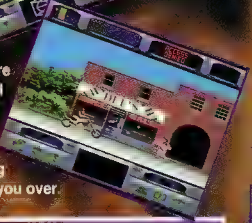
This is what the side-scrolling levels will look like. This level is like a maze where you must go the proper way or die.



Once you find this helicopter, fly it to get across a destroyed bridge.

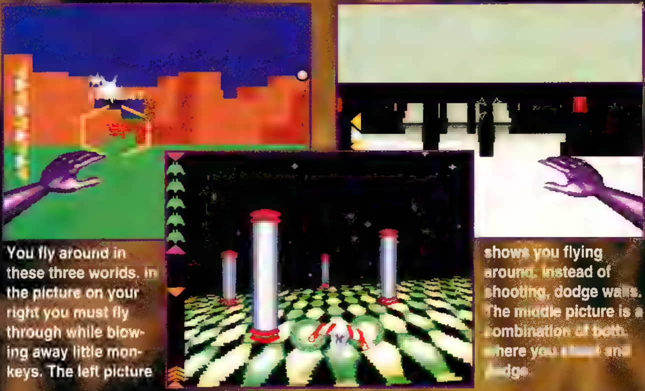


There are lots of mid-Bosses in this game.

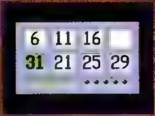


They're just normal enemies driving vehicles and trying to run you over.

## Three different worlds!



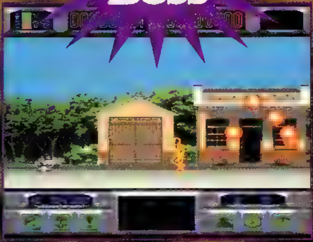
You fly around in these three worlds. In the picture on your right you must fly through while blowing away little monkeys. The left picture shows you flying around. Instead of shooting, dodge walls. The middle picture is a combination of both, where you shoot and dodge.



Find computer terminals in the game. Break the code and you will get some weapons.

6 11 16
31 21 25 29

## Cool Boss



Jobe controls this gas station. First defeat the gas tank nozzles then a guy who is completely enveloped in flames will appear. You must shoot him.

**THE GOOD**

The movie was pretty cool and this game features lots of aspects from it.

**THE BAD**

The levels you fly in don't feel like they control right.

**THE UGLY**

Try and find your body (or should I say body parts?) if you crash in the helicopter.

## FACT FILE

### THE LAWNMOWER MAN

THE LAWNMOWER MAN™

| MANUFACTURER | # OF PLAYERS |
|---|---|
| TIME WARNER INTERACTIVE | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| EASY | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 8 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

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# Lufia
## & The Fortress of Doom

GENESIS™

Coming December 1994

TAITO™

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# RADICAL REX

RADICAL
REX

## FACT FILE

### RADICAL REX

| | | | |
|---|---|---|---|
| MANUFACTURER | ACTIVISION | # OF PLAYERS | 1 OR 2 |
| DIFFICULTY | MODERATE | AVAILABLE | DECEMBER |
| CARTRIDGE SIZE | 8 MEG | NUMBER OF LEVELS | 10+ |
| THEME | ACTION | % COMPLETE | 85% |

**THE GOOD**

This is a very cute game for players of all ages! Everybody will enjoy it!

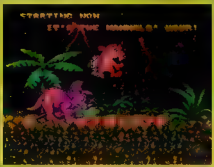
**THE BAD**

There tends to be a lot of mandatory hits, and at certain points in the game you are a one-hit wonder!

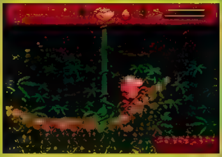
**THE UGLY**

Falling in the stomach acid of the dinosaur! Talk about disgusting!

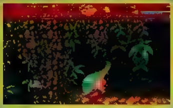
If you are looking for a cute game for all ages, look no further because here it is, Radical Rex. You control a cute little dino named Rex and you must battle your way through levels using your loud growl and fiery breath. Even the enemies have a cartoonish look to them. The game controls quite well, and the levels are unique. How many games do you know of where you must work your way through a dinosaur's intestines and use stomach acid gas bubbles to carry you to higher levels?!? All in all, this game can be played by people of all ages, male or female.



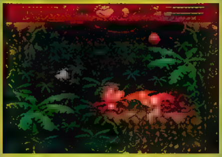
## LEVEL 1



Use your skateboard to jump fiery lava pits and enemies!

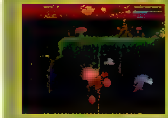


Snakes will eat you without hesitation.

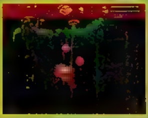


Torch the enemies with your killer breath. Toasty!

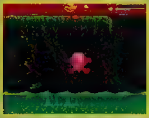
## LEVEL 2—THE JUNGLE



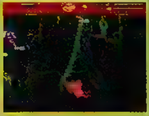
Hornets sting if you're not cautious!



Use the vines to pick up the eggs.

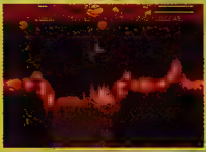


Spikes are abundant in water!

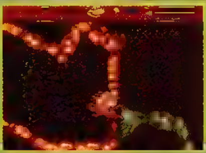


Act like Tarzan and swing vine to vine!

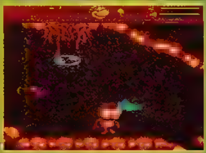
## LEVEL 3—IN THE DINOSAUR



This stomach acid will eat you alive! Yummy!

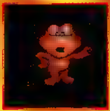


Use the intestines as a mode of transportation!

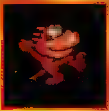


Shake the tapeworms off before they cause damage!

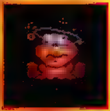
## COOL ANIMATION!



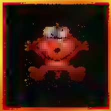
ANGER



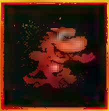
DANCING



DAZED



HURT



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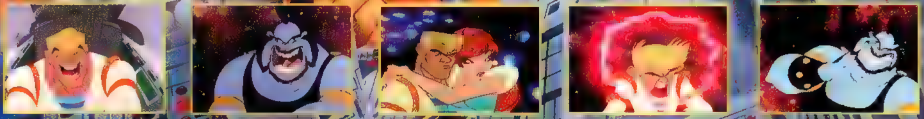

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# Barbie™ VACATION ADVENTURE

Barbie Vacation Adventure

## FACT FILE

### BARBIE VACATION ADVENTURE

| MANUFACTURER | # OF PLAYERS |
|---|---|
| HI TECH | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| EASY | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 8 MEG | 11 |
| **THEME** | **% COMPLETE** |
| ADVENTURE | 85% |

**THE GOOD**

This game lets the younger kids express their design imagination at the start of each level.

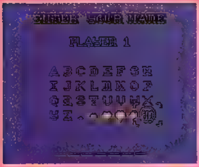
**THE BAD**

The game is mostly suitable for the younger audience.

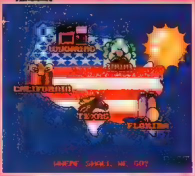
**THE UGLY**

It doesn't hold that much of a challenge.

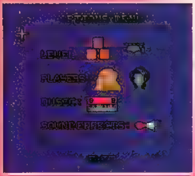
Barbie is on the vacation of a lifetime as she travels to Wyoming, Iowa, Texas, Florida, and of course the return trip to California. Through each state, she must conquer a certain amount of obstacles ranging from carnival games, to horseback riding, to scuba diving for sunken treasure. When each level is finished, a letter is sent to the player saying what she did on vacation in that particular state. Help Barbie to make her vacation memorable.



Be sure to enter your name so Barbie can send you a postcard at the end of each level.

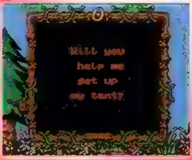


Travel America and beat the challenges offered by each of the States. Have an enjoyable vacation!



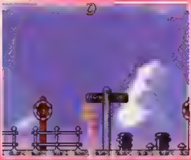
Make use of the Option Screen to change the level, number of players, sound, and music.

## THESE STATES ARE STYLIN'

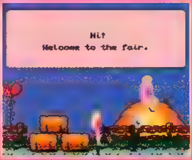


Will you help me set up my tent?

Wyoming

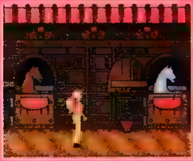


Florida

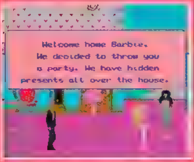


Hi!
Welcome to the fair.

Iowa



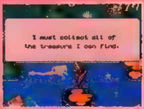
Texas



Welcome home Barbie.
We decided to throw you a party. We have hidden presents all over the house.

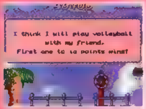
California

## COMPETE IN VARIOUS CONTEST OF SKILLS



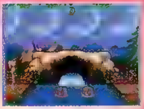
I must collect all of the treasure I can find.

Diving

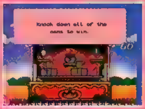


I think I will play volleyball with my friend.
First one to 10 points wins!

Volleyball

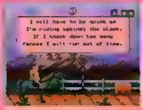


Rock Jumping



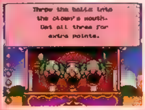
Knock down all of the cans to win.

Hit the can



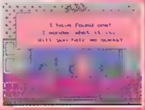
I will have to be quick as I'm riding against the clock. If I knock down too many fences I will run out of time.

Horseback Riding



Throw the balls into the clown's mouth. Get all three for extra points.

Hit the clown



I have found one!
I wonder what it is.
Will you help me guess?

Find the presents

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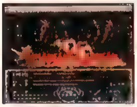
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Print Answers Here:

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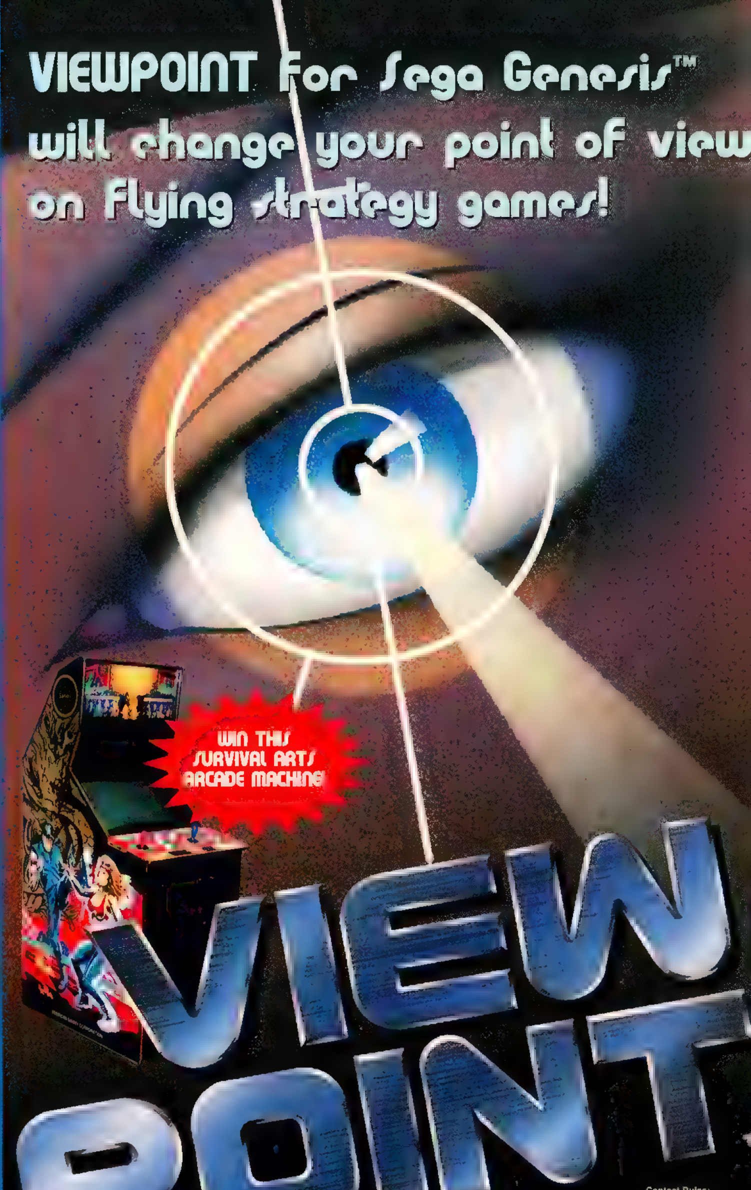
2. __________

3. __________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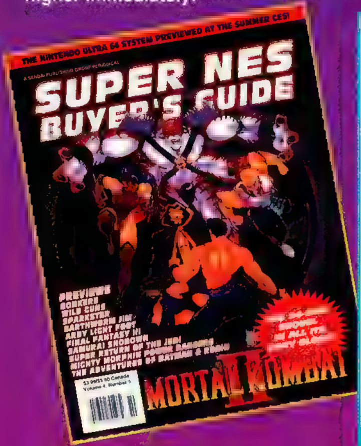
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HEML1

# Masked Rider

**THE GOOD**

This game is a lot of fun to watch, and I guarantee you will laugh while playing it.

**THE BAD**

There really isn't much replay value after you've beaten the game once.

**THE UGLY**

Watching those monsters get gored is not a pretty sight!

This game is played in your typical Dragon's Lair, Space Ace-type format. However, this uses live, full-motion video opposed to full-motion animation. This game is based on a popular series in Japan of a character named Kamen Rider ZO. You play a variety of characters in this game. The monsters are the great rubber-suit monsters that we have all come to love from Japan. Along with standard movements, your A button blocks, B button kicks, and C button punches. You must get used to where they are because you will be called on to use them often.

## FACT FILE

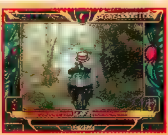
### MASKED RIDER

Masked Rider

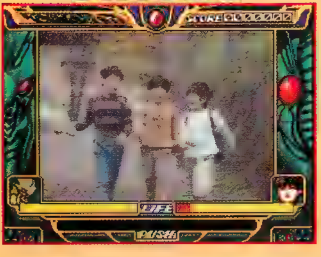
| | | | |
|---|---|---|---|
| MANUFACTURER | SEGA | # OF PLAYERS | 1 |
| DIFFICULTY | EASY | AVAILABLE | NOVEMBER |
| CARTRIDGE SIZE | CD-ROM | NUMBER OF LEVELS | N/A |
| THEME | ADVENTURE | % COMPLETE | 80% |

The options in this game are standard: Continue, Sound, and Difficulty select.

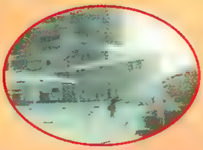
This game tells which button you need to press a split-second beforehand. Watch for what to press.



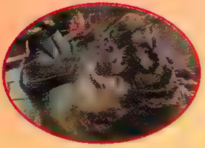
## STAGE 1



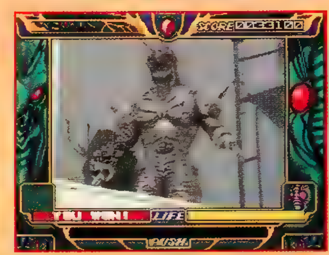
Yoshi has discovered a ball chasing him. He runs through a garage into an abandoned building. A monster finds him, but Yoshi is saved by the Masked Rider!



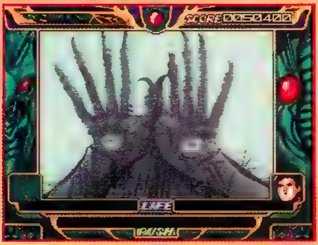
Here, play as the Rider. Defeat this monster to protect Yoshi. You fight him and eventually drop the monster out a window with your bike and watch him die.



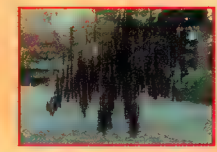
## STAGE 2

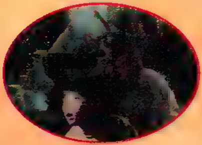


## STAGE 3


SCORE 0050400
LIFE
PUSH

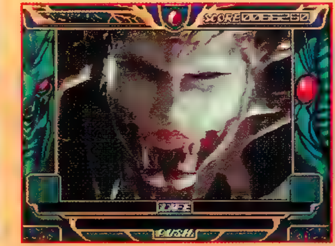
Just when you thought things were safe, the monster returns and brings some of his friends with him. You must defeat a bat creature in this level.



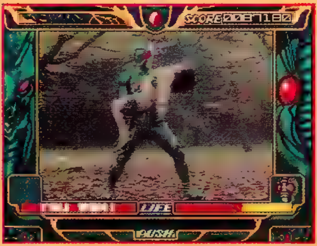


Yoshi has been captured by a spider released by the original monster. The Rider must go into the evil being's lair and destroy the creature before Yoshi becomes lunch.

## STAGE 4

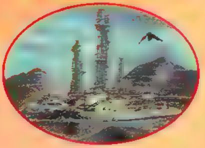

SCORE
LIFE
PUSH

## STAGE 5

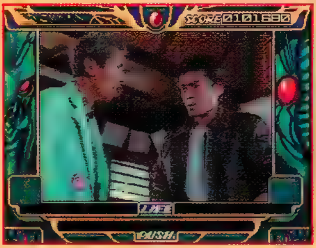

SCORE 0087180
LIFE
PUSH

No sooner has he been rescued by the Rider, then the bat-man comes and grabs him again. Rider rescues him one more time, but treachery continues to find Yoshi.

Here the Rider is confronted with the first monster again. He knocks him out the window, and we get to see where Yoshi is going. There are still five more stages to go.



## STAGE 6


SCORE 0101680
LIFE
PUSH

# ANDROID ASSAULT

## THE REVENGE OF BARI-ARM

### FACT FILE
**ANDROID ASSAULT**

| | |
|---|---|
| MANUFACTURER | SEGA |
| # OF PLAYERS | 1 |
| DIFFICULTY | VARIABLE |
| AVAILABLE | OCTOBER |
| CARTRIDGE SIZE | CD-ROM |
| NUMBER OF LEVELS | 7 |
| THEME | SHOOTER |
| % COMPLETE | 80% |

**THE GOOD**

The music is awesome! It has a great rock 'n' roll background.

**THE BAD**

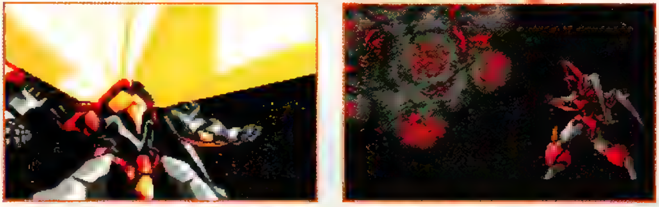
For a CD-ROM game the graphics and weapons could have been better.

**THE UGLY**

The Boss on Stage Five. Watch out or you're toast.

Beware of the Xias threat. They want to enslave all humanity. The United Nations tried to stop them and failed. As Earth's last hope, you play as Bari-Arm, a living machine sent to destroy the Xias threat. Progress through seven levels of bone-shattering shooter excitement. Accompanied by an excellent musical score, Android Assault is one of the best shooter releases this year. There are four weapons you can obtain and use against the enemy, each one has specific advantages and disadvantages. Select them carefully and your mission will be easier to complete. Also select how quickly your ship will respond to your commands. Of the four selectable levels, I found Level Three to be the easiest to use. At Level Four your ship maneuvers at light speed, and at Level Two it handles like a stuffed pig. The absolute best feature about this game is the rock 'n' roll background music that accompanies you.

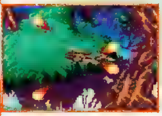
## The Battle for Humanity

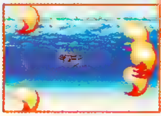


This is your only chance to save humanity as we know it. If you fail, the evil Xias will take over the solar system and Earth will be subject to a dark ruler forever.

## Super Weapons

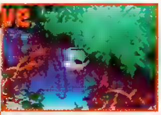
### Thunder Cracker

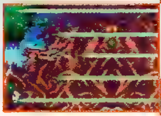


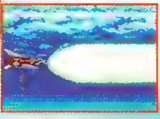


The Thunder Cracker is the weapon you start out with. As you collect power-ups, the fire spreads out. When you charge up, you send out fireballs in every direction.

### Burning Wave

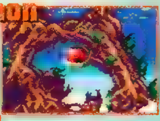


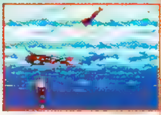


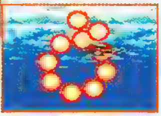


Burning Wave is a laser beam that increases the beams discharged as you power-up. When charged, it becomes a mega-destructo weapon that obliterates all ships.

### Chase Cannon

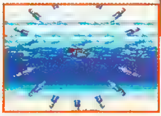






The Chase Cannon launches homing missiles in all directions. As you charge up the cannon, it releases a snake of fire that attacks all ships on the screen.

### Satellite Bombs



The Satellite Bomb releases horizontally launched bombs that have the hitting power of a small asteroid. When charged, it releases a 360-degree volley of death.

# OTHER MODULES

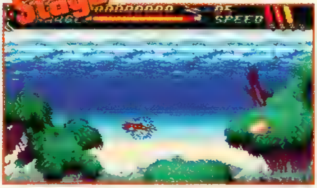
## TRANSFORMER MODULE

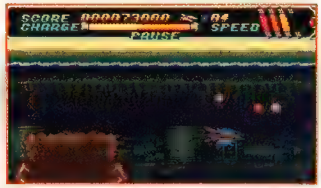
With this module you can transform Bari-Arm into a robot fighter. In this mode you can take a hit without being destroyed.

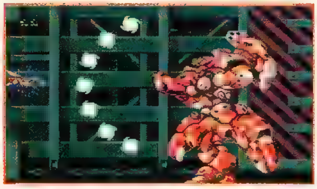
## POWER-UPS

Collect as many power-up modules as possible. As you collect these modules, your weapons will become stronger and so will your charged attacks.

## Stage 1

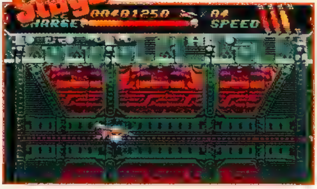


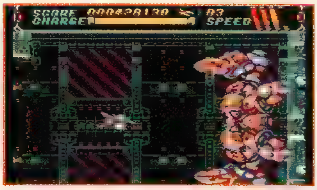

SCORE 000073000
CHARGE
04
SPEED
PAUSE



In Stage One you are in the forests of Ganymede. As first levels go, this is a good one. You must worry about both air and surface enemies. After the forest you will enter the caves of Ganymede, where you must dive through an underground lake and defeat a laser tower to gain entrance to the final Boss. He is a giant robot with a saw-blade energy attack.

## Stage 2


00481250
CHARGE
04
SPEED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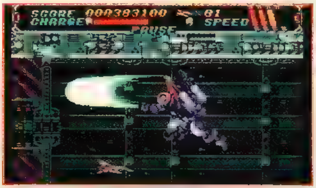
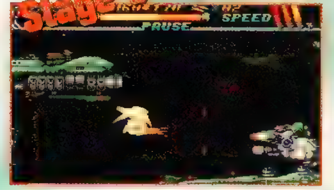
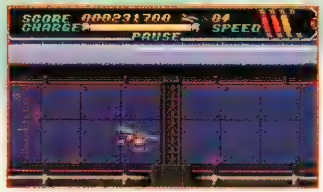
CHARGE
03
SPEED

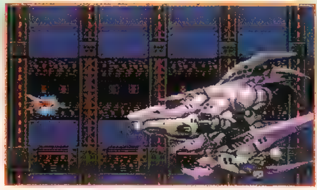

SCORE 000383100
CHARGE
01
SPEED
PAUSE

In Stage Two you must penetrate the Xias' Jupiter stronghold Gravity Pagoda. Fly past numerous ground and air enemies, defeating the wall-crawling cyborg at the end of each segment. When you reach the Boss Level you must defeat three sub-Bosses: two cyborg robots and one tank. The Boss is one mean cyborg who has a powerful energy attack.

## Stage 3

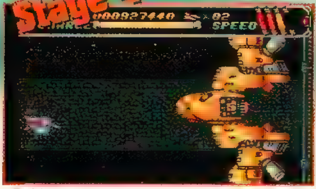

02
SPEED
PAUSE

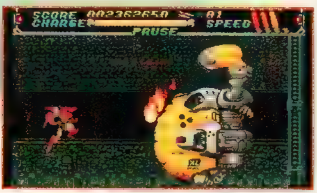

SCORE 000231700
CHARGE
04
SPEED
PAUSE

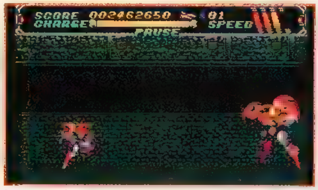


In Stage Three you are to attack the Zeus fleet. First you must penetrate the fleet defenses. Do this by destroying as many of the defending ships as possible. Next, you must penetrate the flag ship and destroy the Boss there. This Boss is a fighter ship with an energy weapon similar to the burning wave when it is charged. It also has missile and gun attacks.

## Stage 4

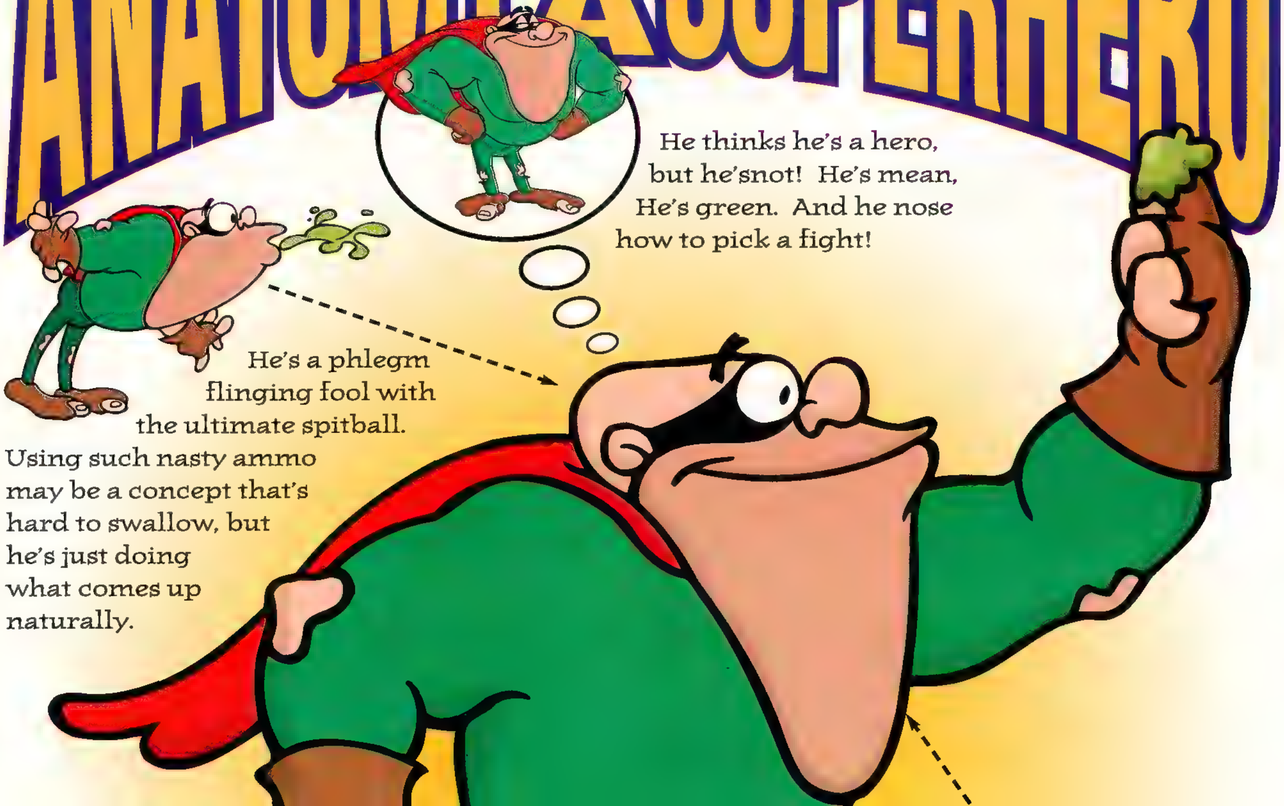

00927440
02
SPEED


SCORE 002362650
CHARGE
01
SPEED
PAUSE


SCORE 002462650
CHARGE
01
SPEED
PAUSE

Raid the Xias colony on Olympus. You must advance through numerous sub-Bosses, space mines, and crab droids to defeat the final Boss. The final Boss comes for you incapsulated in a protective pod ship using a fire attack and an extendible tail. When you defeat the pod, the real Boss appears in a robot form. Defeat him and you've won the fourth stage.

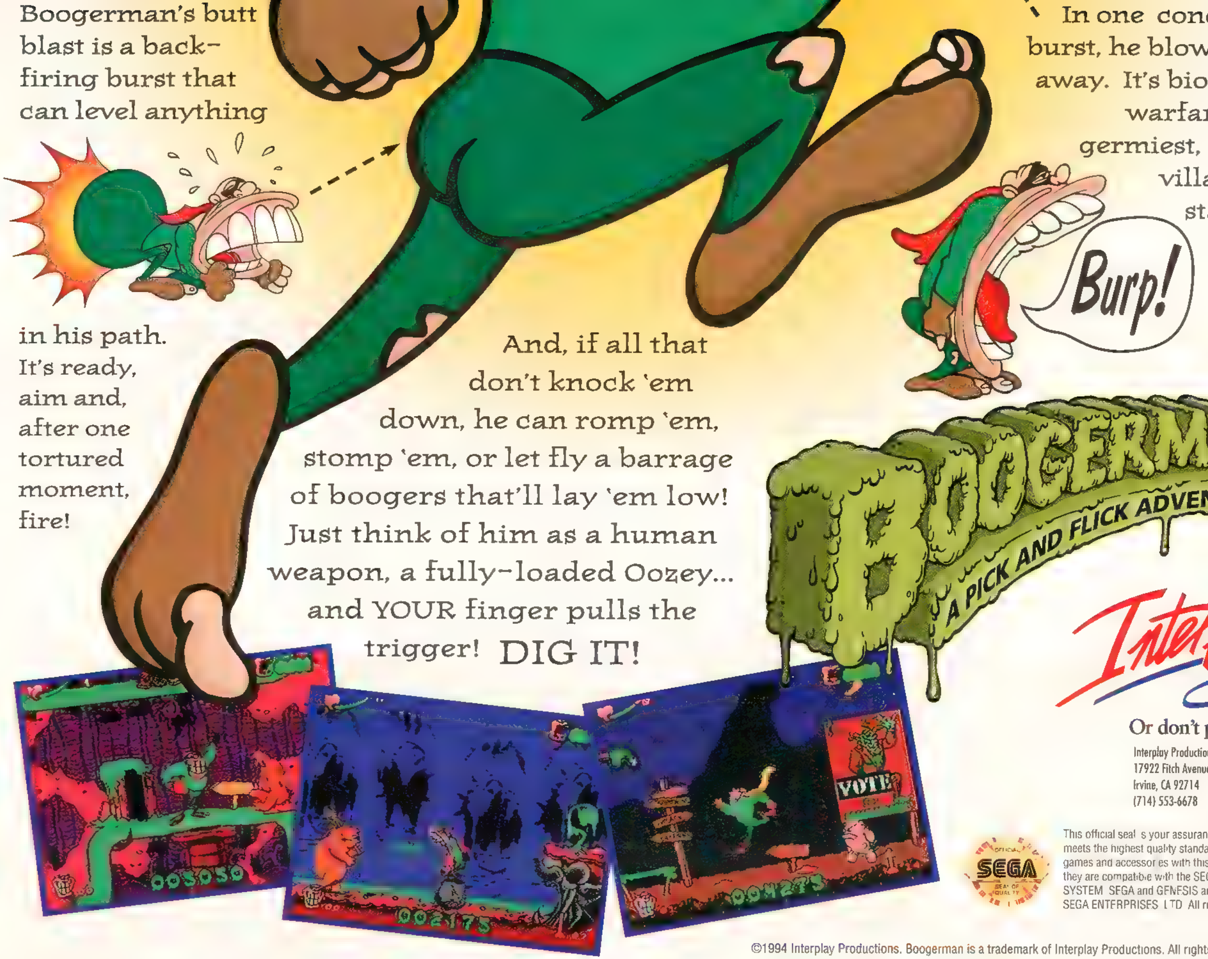
# ANATOMY OF A SUPERHERO



He thinks he's a hero,
but he'snot! He's mean,
He's green. And he nose
how to pick a fight!

He's a phlegm
flinging fool with
the ultimate spitball.
Using such nasty ammo
may be a concept that's
hard to swallow, but
he's just doing
what comes up
naturally.

Boogerman's butt blast is a back-firing burst that can level anything in his path. It's ready, aim and, after one tortured moment, fire!



In one concussive burst, he blows them away. It's biological warfare at its germiest, and no villain can stand up to it!

And, if all that don't knock 'em down, he can romp 'em, stomp 'em, or let fly a barrage of boogers that'll lay 'em low! Just think of him as a human weapon, a fully-loaded Oozey... and YOUR finger pulls the trigger! DIG IT!

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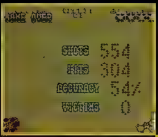
# LETHAL ENFORCERS II Gun Fighters

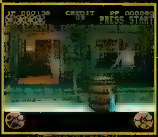
Lethal Enforcers was an excellent shooting game set in present times. Now LE2 is out and "Gun Fighters" as it's called is set in the Old West. There are plenty of additions to the sequel. There are plenty of weapons, from dual six shooters to a cannon. Without the light gun, you are still able to play with the standard controller, but it is very hard to move the cursor to shoot everything. It is also a very pixellated game, with hardly any solid objects at all. The access time is bad as well, but it is still a fun game to play.



GAME OVER

SHOTS 554
HITS 304
ACCURACY 54%
VICTIMS 0

There are many different ranks you can achieve, from a member of a posse to a sheriff! Accuracy counts!



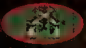
There are extra animations, too, like shooting barrels, holes in walls, shooting signs, and vases leading to hidden weapons.

## Weapons

**Rifle**

This gun is no more powerful than your present six shooter, but it does carry more bullets.

**Dual Leads**



This gun is great for hitting more than one enemy and for enemies that take multiple hits.

**Cannon**

This is a very powerful gun. It can blow away almost anything, but can't be reloaded.

**Gattling Gun**

This gun fires very quickly, and is great for tight situations with a lot of bad guys.

**Shotgun**

This shotgun fires like a real one, in that it sprays ball bearings in a large radius.

**Power Gun**

This rifle is a lot better than the other one, since it has even more bullets and is stronger.

### FACT FILE

**LETHAL ENFORCERS II**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KONAMI | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | OCTOBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | 5 |
| **THEME** | **% COMPLETE** |
| SHOOTING | 100% |

**THE GOOD**

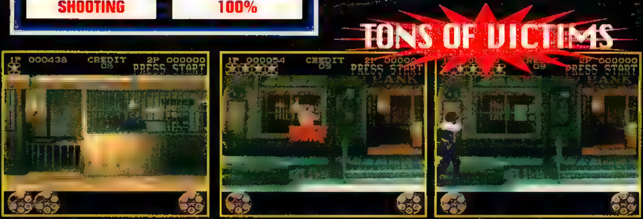
I love shooting games, and this definitely qualifies. With the light gun, it's almost like the arcade game!

**THE BAD**

Those darn pixels. This game is mostly still scenes, with two-dimensional people. Too hard to render?

**THE UGLY**

The enemies on the far right and left. The gun won't shoot them, and the controller can't get them in time!



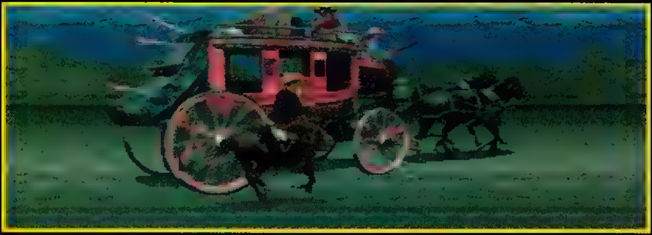
A lot of stupid innocents stick their heads out left and right. Some of them are not quite as stupid, like police officers trying to help you step right in the line of fire.

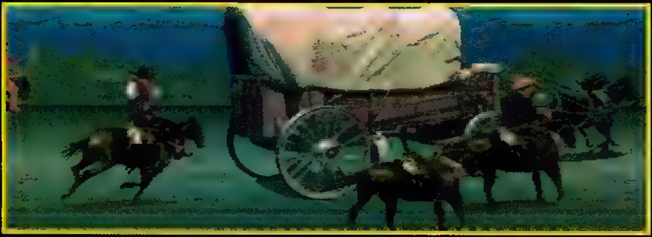
## Level 1 : The Bank Robbery

You have four areas to conquer in this first level, as you try to thwart a gang of bank robbers. There are four weapons to be obtained here as you follow them through both levels of the bank, and out the back. The Boss is easy—shoot the cannon balls, then him.

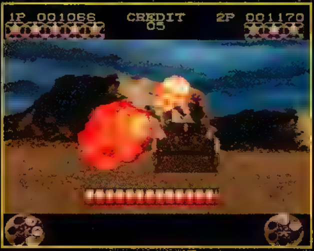
# Level 2 : The Stage Holdup

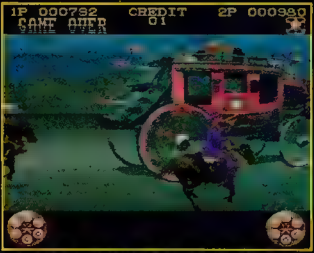
Stage Three is very difficult. There are Indians and cowboys everywhere, on horses and the most difficult, on top of the stage you're trying to save. There are also a lot of innocents sticking their heads out of the stage and sometimes, the cavalry on horses. The cavalry is very hard to distinguish, that is, until they blow their horns.





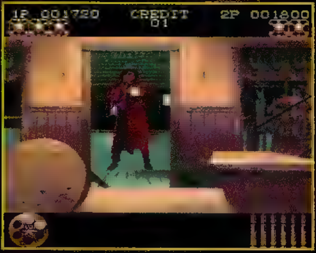
The Boss on this level throws barrels at you Donkey Kong style. Blast the barrels, and then him.

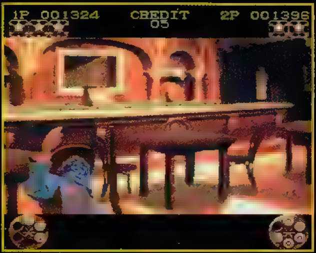

1P 001066
CREDIT 05
2P 001170


1P 000792
GAME OVER
CREDIT 01
2P 000980

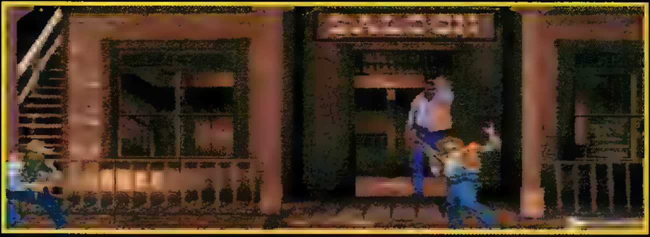
You can never tell who your friends are. This guy looks almost exactly like all the others, except for the horn.

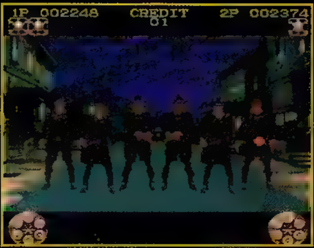
This guy's a real pain in the rear. He can take four or five shots, and will most likely hit you twice in the process.

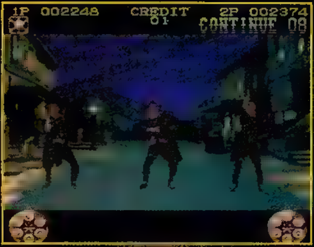

1P 001720
CREDIT 01
2P 001800


1P 001324
CREDIT 05
2P 001396

Not only will you have to deal with far-away enemies hiding in the shadows, but these guys aren't shy, they'll jump right up!




1P 002248
CREDIT 01
2P 002374


1P 002248
CREDIT 01
2P 002374
CONTINUE 08

# Level 3 : Saloon Shootout

Level Three is the longest so far, and the most difficult. There are six or seven different parts of the level you'll have to go through here. Don't forget to shoot everything such as the saloon sign. The Boss here are six gunmen. Do not fire at them until they say you can, or else it will hurt you.

# SNATCHER

If you're seeking action and adventure, look no further. Konami has a new action/RPG for the Sega CD. Due to popular demand (the original was a Super CD-ROM game), it was translated and is now on its way here.

You play the Junker (detective) Gillian Seed who must hunt down robotic droids that are murdering people. To do this you have to find clues, obtain evidence, and work your way through the city of Neo-Kobe. When you get into a dangerous situation, you will be able to shoot via action-oriented scenarios. Snatcher is not for kids. Its twisted plot and adult themes make for an awesome story that deserves to be on the big screen.

## FACT FILE

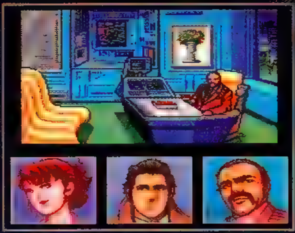
### SNATCHER

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KONAMI | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | DECEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | N/A |
| **THEME** | **% COMPLETE** |
| ADVENTURE | 80% |

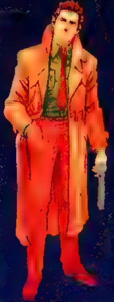
## JUNKER H.Q.

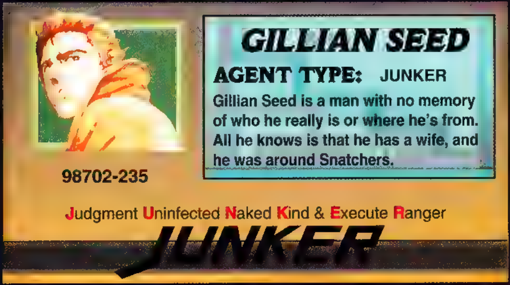
### LOCATION: JUNKER HQ

Gillian has been ordered to the Junker Headquarters, where he learns that he is being recruited to hunt down Snatchers. After a brief tour through the building, he learns that a top runner named Jean Jack Gibson has been called in for back-up. It seems that he has found some Snatchers! You'd better try to save him before it's too late.



At the Chief's Office, you will be given your ID badge and your instructions.





**GILLIAN SEED**

**AGENT TYPE:** JUNKER

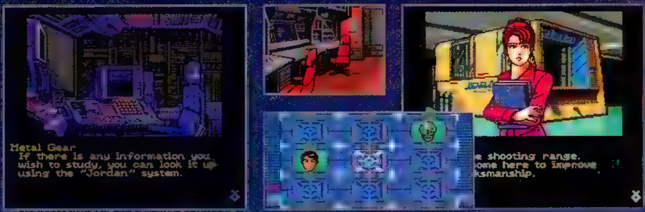
Gillian Seed is a man with no memory of who he really is or where he's from. All he knows is that he has a wife, and he was around Snatchers.

98702-235

Judgment Uninfected Naked Kind & Execute Ranger

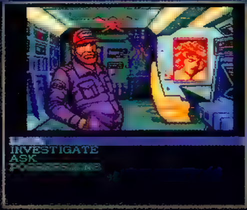
JUNKER

The Computer Room is the home of Jordan, a super computer that can tell you anything you want to know. The Target Range is where you can practice firing your gun. Make sure you don't hit any civilians during practice! Learn to use both facilities, because they *are* useful.

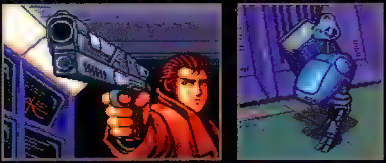


Metal Gear
If there is any information you wish to study, you can look it up using the "Jordan" system.

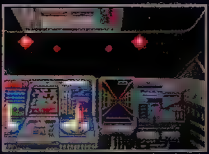
e shooting range.
ome here to improve
ksmanship.

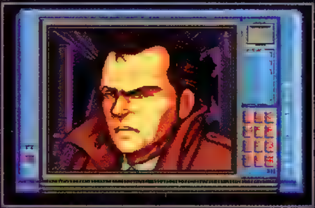


In Engineering, Harry (the chief engineer) will give you your Blaster and the Metal Gear Navigator mech.

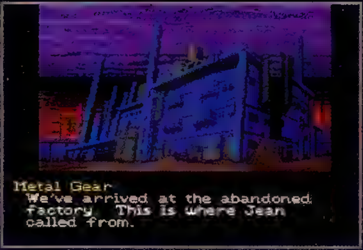


# SNATCH
## ACT ONE:





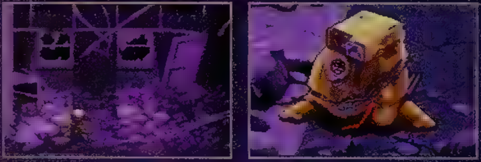
Jean Gibson has been missing since his last call to the Junker HQ.



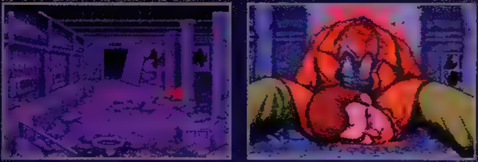
Metal Gear
We've arrived at the abandoned factory. This is where Jean called from.

### LOCATION: OLD FACTORY

Jean Jack Gibson's last call came from the abandoned factory. The first thing you notice is that you can't use your video phone. When you and the Metal Gear find his body and the ruined parts of his Navigator mech, things become a lot more interesting. Watch for traps ... and your back.



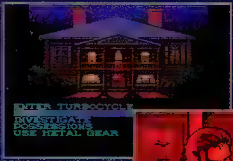
The Navigator destroyed?



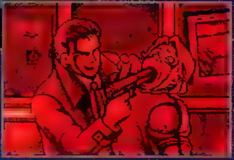
What could twist off a man's head?

### THE INVESTIGATION:

With Gibson out of the way, you'll have to figure out how to follow up his case. Check out all his old files for a few hints. Your only clues point to a few contacts and the meeting place, that has some unusual customs. The plot will unravel slowly. Use all of your skills to stay on the trail of the Snatcher menace. What will you be able to find?



ENTER TURBOCYCLE
INVESTIGATE
POSSESSIONS
USE METAL GEAR

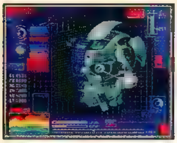


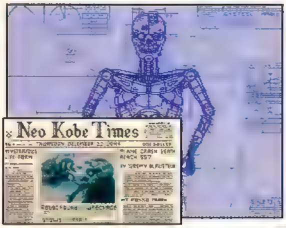
Learn new and interesting methods of interrogation.

### THE SNATCHERS

an excerpt from the *Neo Kobe Times*

The origin of the Snatchers is unknown. They are mechanical beings that can replicate humans and assume their role. These doppelgangers always kill who they copy. They have very fragile skin, and often release a form of pollen. They are a dangerous threat the Junkers must destroy. They have very few weaknesses.





**THE GOOD**

The cyberpunk theme is one of my personal favorites. The story is great as well.

**THE BAD**

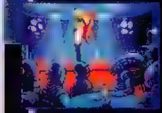
It's a little bit slow in some places, and unless you think carefully, you could get stuck.

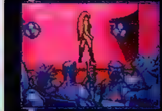
**THE UGLY**

Seeing someone's head twisted off, maggots on corpses, and worse. It's an adult game. I love it.

### EGM X-TRA DARE TO COMPARE

#### A LOOK AT OTHER FORMATS...





The nightclub has a change of clientele. In the Japanese version (Super CD) an Alien, Kamen Rider, and Bio-Booster Gyver can be found. They have been replaced by Konami characters in the U.S. version.

1 **Steel Base.**

2 **Solid Metal Core** in Ball and Rod.

3 Covered in **high density ABS Plastic.**

4 Specialized and patented button controls.

5 **Automatic Fire** and **Rapid Fire** capabilities with variable speed **Slow Motion** control.

**The only 6-button arcade-style stick with the muscle to stand up to Mortal Kombat® II, Street Fighter II™, or anything else for that matter.**

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Super NES joystick

Fighter Stick SN™
Super NES 6-button stick

Fighter Stick SG-6™
Sega Genesis 6-button stick

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## MEET THE CAST OF LOADSTAR!

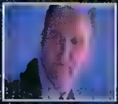
### TULLY BODINE

The hero of our story and a legend "outroller" in his time with his freighter, the Loadstar.

### MORTIMER

The on-board computer of the Loadstar and Tully's friend. He'll help guide the freighter.

### WILLIAM SNID

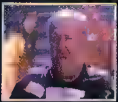


A mysterious character that offers Tully a job transporting 20 live camels to Mars.

### RAT BAG BAXTER

Baxter is out to be number one, a position currently held by Tully. He won't stop till he's got it!

### FRANCIS WOMPLER



Sheriff of the territory and long-time enemy of Tully due to an incident from the past.

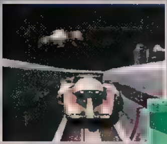
### VERN

Nephew of Francis and a recent graduate of the "outroller" academy.

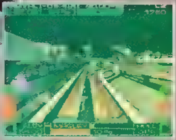
## FACT FILE

### LOADSTAR

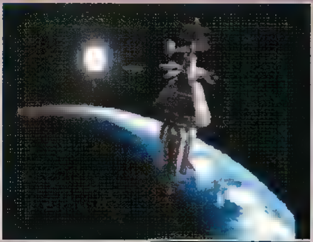
| MANUFACTURER | # OF PLAYERS |
|---|---|
| ROCKET SCIENCE GAME | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | OCTOBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | 3 |
| **THEME** | **% COMPLETE** |
| SHOOTER | 75% |

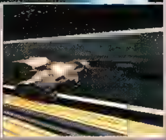


Amazing cinemas break up the intense action with twists in the plot!



A very important item to have is your shield. Use it wisely because it is limited.



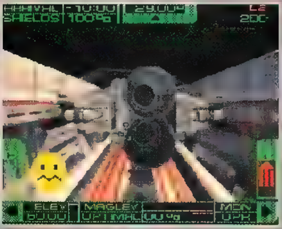


The computer-rendered special effects are some of the most spectacular ever seen on the Sega CD.

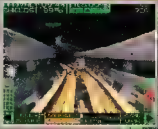
The time setting is the near future and all is not as well as it seems! By the end of the 20th century the invention of new vaccines to diseases causes a mass overpopulation problem that soon becomes worldwide. The nature of Earth's precious balance has become critical. The solution? Evacuate all the dangerous and industrial pollutants to other regions in space, thus creating the universal transport system. It's your job to pilot one of these "trains."

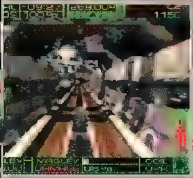
Loadstar brings some of the most spectacular full-screen video ever to grace the Sega CD since Tomcat Alley. The game itself plays extremely similar to Sewer Shark, using the old formula of steer-and-shoot. All in all, it's a great effort and one of the better Sega CD titles that is coming out this year.

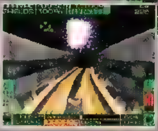
## MISSION 1



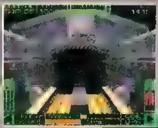
You've got to keep an eye on the track as well as in space or else you'll run smack into another freighter!



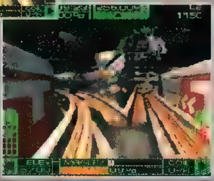




In Mission 1, the TOASTER police ships will usually appear in either the left or right corners to attack you.



Tunnels are a great reference point. From there, you can tell if you're making progress.

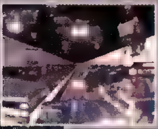


Your compass is the single most important instrument when making critical turns.

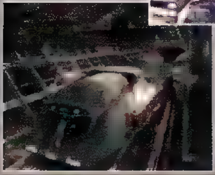
# LOADSTAR

## THE LEGEND OF TULLY BODINE

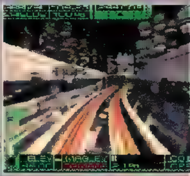
# MISSION 2-THE CHASE BEGINS!



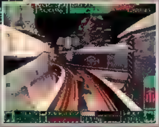
Ambushed! After you finish receiving the shipment, you find you've been had!

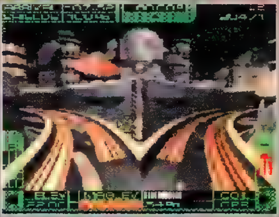


Go in for the cargo, then leave. At least that's what you'd think.



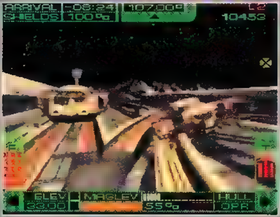
The backgrounds in this level are so spectacular that you sometimes forget you're traveling at high speeds.



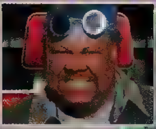


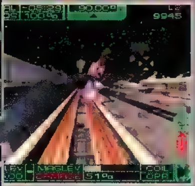
Level 2 is not as forgiving as Level 1, because if you can't make a decision on which way to go, your "outrolling" days are over!

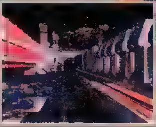
# MISSION 3-THE REUNION OF OLD FRIENDS



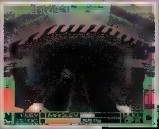
Time becomes more critical than ever in Mission 3. Competing "outrollers" do whatever it takes to become number one!



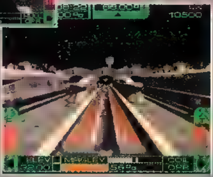




After refueling you'll receive a surprise visit from an old "friend," Rat Bag Baxter, who's not there to talk!

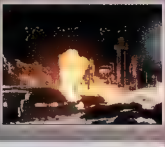


The many train tunnels give you a moment of rest from all the flying police crafts!



The track becomes more complex than you can imagine in Mission 3!

# IF YOU GOTTA GO, GO WITH STYLE!



There are many different ways to crash and burn in this game. All of them rank as some of the best ones I've seen!

Now here's a game with a twist! An idea used by Midway in the arcades, you can order official T-shirts and hats from an ad in the game!

**THE GOOD**

If this is one of Rocket Science's first attempts, this company is one to keep an eye on!

**THE BAD**

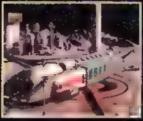
The video on the Sega CD, though much improved over previous efforts, just doesn't cut it anymore.

**THE UGLY**

This type of game has been so overdone on this system.

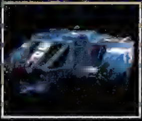
# THE MANY VEHICLES OF LOADSTAR

### THE LOADSTAR



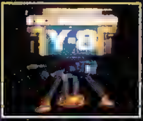
Though it may be an old relic to some, it still can run with the best of them!

### THE TOASTER



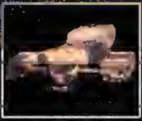
This craft is among the police's best and is only used in emergency.

### THE S.A.P.S



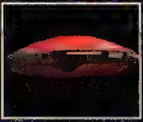
The S.A.P.s are the primary police units used to enforce the law.

### THE SCORPION



This craft is the military's last line of defense. Watch out for these!

### THE AX



The AX is an experimental craft used by the military for enforcement.

Most of these police and military crafts are under the control of Francis Wompler. You've been targeted by him as a pain in his side and he won't rest until he has both you and the Loadstar!

# STAR BLAD

There is plenty of action in this arcade hit to keep most people at bay. Jump aboard your ship and go after the evil guys. This is not a typical side-scrolling shooter. It has 3-D polygon graphics and your view is from the cockpit. Control the crosshairs while the computer controls your flight path. There will be enemies all over the place shooting at you as much as you shoot at them [illegible] can destroy most shots (except the lasers) with your shot. There are plenty of different levels to fly around and shoot in. Make sure you listen to the voices and follow their rules.

### THE GOOD

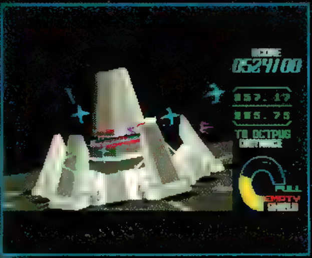
This game brings back memories of the arcade game I used to pump a ton of quarters in.

### THE BAD

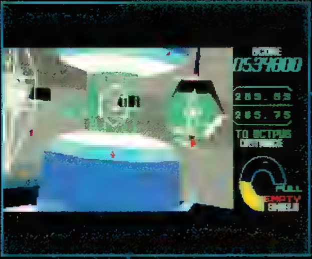
The game is almost entirely polygon graphics and is no fun once you play it through once.

### THE UGLY

When your head explodes from the pure frustration this game delivers.



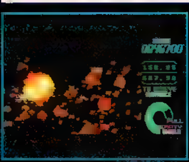
Try your darndest to get that stupid purple commander. Once you finally catch and destroy him, don't think you're safe. Now find the reactor to the Redeye and destroy it, finally ridding the universe of its filth once and for all.



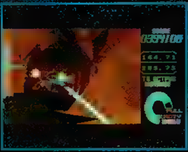
## FACT FILE

### STARBLADE

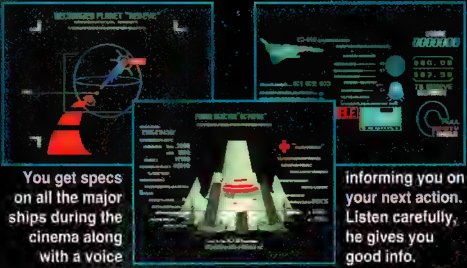
| MANUFACTURER | # OF PLAYERS |
|---|---|
| NAMCO | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | OCTOBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | 4 |
| **THEME** | **% COMPLETE** |
| SHOOTER | 95% |



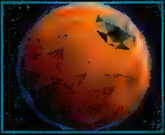
There are tons of suicidal enemies in the asteroid belt. Shoot them as soon as you see them.



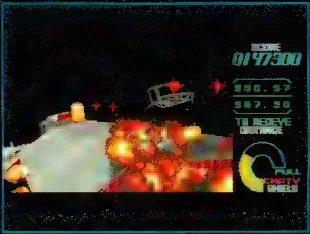
Follow the purple commander through a small valley. Make sure you shoot everything.



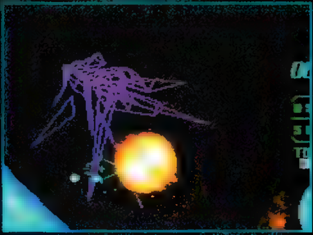
You get specs on all the major ships during the cinema along with a voice informing you on your next action. Listen carefully, he gives you good info.



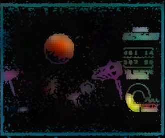
This is the Redeye the ship you must blow up. Destroy it by taking out the core.

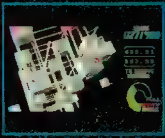


You will be able to shoot a good majority of the big ships down in this game. It is extremely hard though, because you also need to worry about the smaller ships at the same time.



Here is the elusive purple commander who you've been chasing for a long time. You'll see him and be able to hit him a lot of times. But, you never do any real damage until you fight him in the ravine.

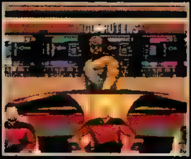




There are cool flying sequences in this game. They can make you a little woozy if you're not careful.

YOUR
FACE
HERE

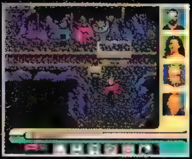
# Report To The Bridge.



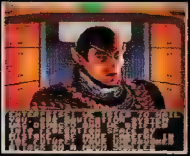
*Welcome aboard the U.S.S. Enterprise. The bridge is under your command.*

*Starfleet has appointed a new Commander of the Starship Enterprise®: You.*

*In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo,® you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.*



*Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.*



*Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.*

## STAR TREK
## THE NEXT GENERATION®

"Future's Past"

Spectrum HoloByte

SUPER NINTENDO
ENTERTAINMENT SYSTEM

STAR TREK
SUPER NINTENDO

*Also coming soon on IBM CD-ROM and 3DO.*

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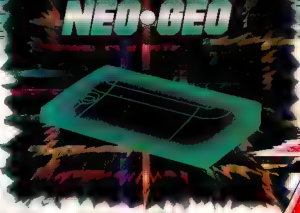
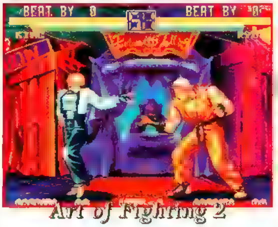


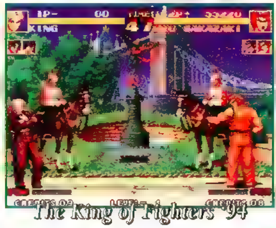
# THE KING OF FIGHTERS '94

"OK!" "Hora Hora!" "Goochie gochie!" Those familiar sounding taunts from the memorable Neo•Geo games are all in the same game cartridge! The King of the Fighters '94 has finally arrived, and it takes fighters from old games (Art of Fighting and Fatal Fury) and adds them to a gigantic stew of other fighting toughies! Add brand-new stages, killer music, tons of hidden and special moves, and you have what could possibly be called the greatest fighting game ever made! Not only that, but all the graphics on the fighters have been redone and look more lifelike than ever before! Try it and find out!

## Completely Redone Characters With New Graphics:



Art of Fighting 2

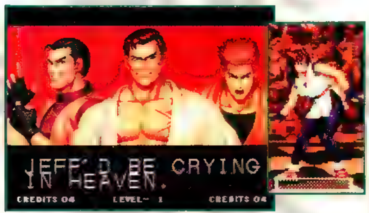


The King of Fighters '94

All the veteran fighters have been graphically redone! You'll never look at the Art of Fighting and Fatal Fury games the same again!

All the moves, all the sounds, and all the looks of a winning fighting game are here! You can even choose a One-on-One Mode without the fighting teams! Go for it!

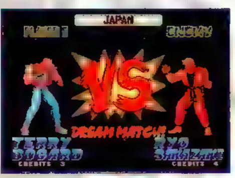
## Trash and Taunts, Neo True to Form:



JEFF'D BE CRYING IN HEAVEN.

Lose a match and you're in for some trash! Taunting opponents will hinder their Power Meter charging ability as well. Press C at a distance!

## Not the First Time This Has Happened—At Least Not Directly!

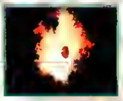


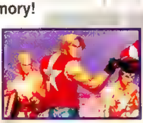
This isn't the first time separate game fighters have faced one another—remember the trick in Fatal Fury Special where the Bogards could fight Ryo Sakazaki (win every match 2-0)? Well this time no tricks are needed in any shape whatsoever! Nothing but the most intense fighting in recent gaming memory!

## FACT FILE

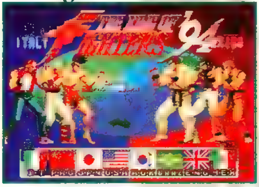
### THE KING OF FIGHTERS '94

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SNK | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOW |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 194 MEG | 9 |
| **THEME** | **% COMPLETE** |
| FIGHTING | 100% |





## Eight Teams with Three Fighters on Each:



24 Fighters

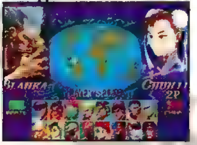
## And How Many Fighters Do The Other Games Have...

Mortal Kombat II:

CHOOSE YOUR FIGHTER

12 "Fighters"

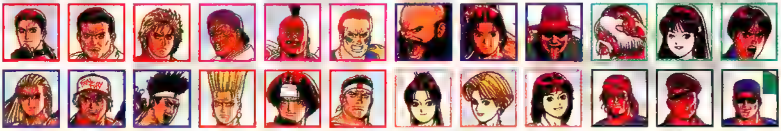
Super Street Fighter II Turbo:



16 Fighters

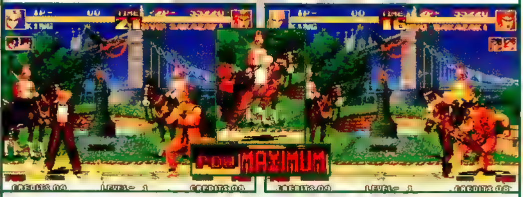
## Fighting Cast:

Here they are! The 24 fighters ready to slug it out to determine who is king! Fight as a team or one-on-one!



## *Three Ways to Get Maxed-Out and Pull Off a Finishing Move!*

### *1) The 3-Button Method:*



*Hold Down the A, B & C Buttons Together Until POW Meter is MAXIMUM.*

### *2) The Gradual Method:*

*As you exchange blows, the POW Meter will gradually go up.*

### *3) The Last-Ditch Method:*

*When your Life Meter is flashing red, you can do the move.*

## *Don't Block It, Duck It: Press A & B Together*

Keep the little fireball freaks in line with the Ducking move! This allows you to avoid projectiles and enemies entirely! However, timing is essential with this maneuver as you are invulnerable for a very brief period of time.

## *The Laws of the Double Knockout:*

When the teams really get going, sometimes a double Knockout will result. When this happens, it is a lost round for both fighters. However, if this occurs on the last fighter from each team, they will fight the match over, each with fully replenished Life Meters. This gives you an opportunity to start fresh.

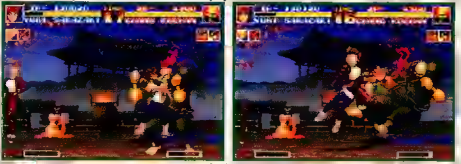
### *Button Configuration:*

| | |
|---|---|
| *Weak Punch:* | A |
| *Weak Kick:* | B |
| *Strong Punch:* | C |
| *Strong Kick:* | D |

All the moves shown on the following pages are done as if facing right. Taunt your opponent by pressing C at a distance.

## *"Help, I'm Being Pulverized!"*

If you are being smashed to a pulp by an enemy and you are near your corner, your partners will jump in and save you. However, they will do no damage to your opponents, and defeated partners cannot help you.



*With Partner On-screen,* ▼ *+ A & B & C & D Together*

**THE GOOD**

The ultimate fighting game! Nuff said! Oh, and, of course, Mai! Me bouncy!!!

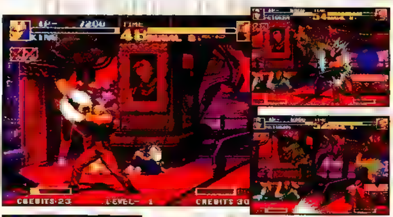
**THE BAD**

Not being able to mix and match fighters from one team with another!

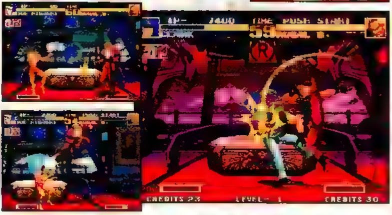
**THE UGLY**

Having Choi Bounge jump on your head and slash away!

## The Ultimate Fighter: Meet Rugal B.

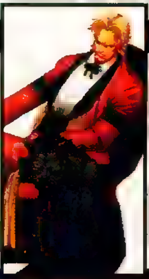


The final battle takes place on an aircraft carrier where you will meet the sponsor of the tournament! This guy wants to make statues of the world's finest fighters.



### How Can This Be?

Rugal has the powers of Fatal Fury and Art of Fighting 2 Boss characters Wolfgang Krauser (Top Left) and Geese Howard (Bottom Left)! That's just for starters! Get ready for this one!



Rugal also has the powers of every single fighter in the game. The first round against him is easy; he will use no special moves. However, the second round will push your limits to the maximum as he will use every nasty move in the book to defeat you!

THE KING OF FIGHTERS '94
ENGLAND

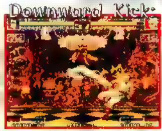
# Art of Fighting

**ORIGINS:** Art of Fighting, Art of Fighting 2, Fatal Fury Special (Ryo)
**FIGHTERS:** Robert Garcia Ryo Sakazaki Takuma Sakazaki
**FIGHTING METHODS:** Kyokugenryu Karate

The three bad boys from Southtown are back with karate master Takuma Sakazaki to show who really rules!

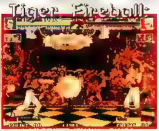
## Robert Garcia

**Downward Kick:**



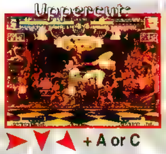
Jump ↓ ↙ ← + B/D

**Tiger Fireball:**



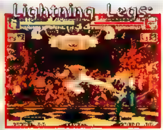
↓ ↘ → + A or C

**Uppercut:**



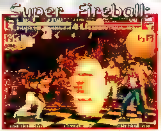
→ ↓ ↘ + A or C

**Lightning Legs:**



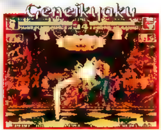
↙ Hold → + B or D

**Super Fireball:**



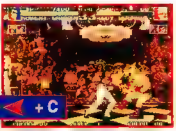
→ ← ↙ ↓ ↘ → + A or C

**Geneikyaku**



↓ ↙ ← + B or D

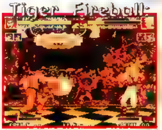
**Finishing:**
Drawing on all his skills, Robert unleashes fury!



↓ ↘ → ↘ ↓ ↙ ← + C

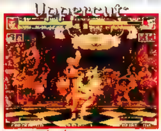
## Ryo Sakazaki

**Tiger Fireball:**



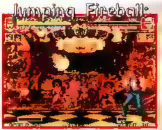
↓ ↘ → + A or C

**Uppercut:**



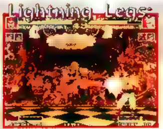
→ ↓ ↘ + A or C

**Jumping Fireball:**



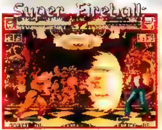
Jump ↓ ↘ → + A/C

**Lightning Legs:**



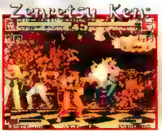
↙ Hold → + B or D

**Super Fireball:**



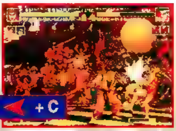
→ ← ↙ ↓ ↘ → + A or C

**Zenretsu Ken:**



↓ ↙ ← + A or C

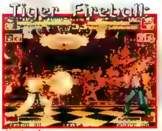
**Finishing:**
Ryo uses every move in his arsenal of ouch!



↓ ↘ → ↘ ↓ ↙ ← + C

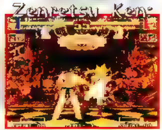
## Takuma Sakazaki

**Tiger Fireball:**



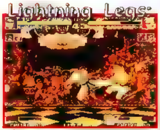
↓ ↘ → + A or C

**Zenretsu Ken:**



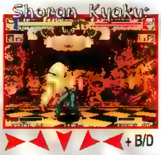
↓ ↙ ← + A or C

**Lightning Legs:**



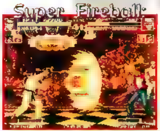
↙ Hold → + B or D

**Shoran Kyaku:**



→ ↘ ↓ ↙ ← + B/D

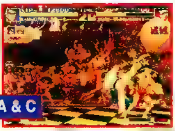
**Super Fireball:**



→ ← ↙ ↓ ↘ → + A or C

**About Takuma...**
Once a henchman for Geese Howard, Takuma came to his senses after being defeated by Robert and Ryo. Yuri and Ryo are his two children.

**Finishing:**
A fury attack with a Super Fireball finish!



↓ ↘ → ← → + A & C

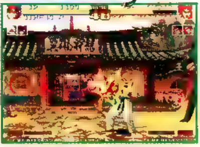
# The Psychic Fighters

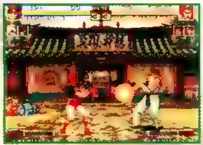
*ORIGIN:* *The farmlands of China*
[illegible]
*FIGHTING METHODS:* *Kutotsuken*

Using fighting methods handed down from generation to generation, The Psychic Fighters use different, but effective methods from the others in the tournament. Chin, however, fights under the influence of Sake.

## Atena Asamiya

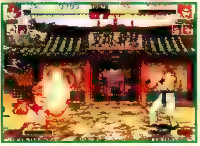
*Phoenix's Arrow:*
Roll up into a ball and score many hits on enemies.
Jump Up, then
↓ ↙ ← + A/C



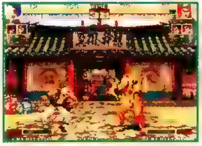


*Psycho Ball:*
Atena can launch a fireball at her foes, either fast or slow!
↓ ↙ ← + A/C

*Reflector:*
Send fireballs right back at the enemies throwing them.
← ↙ ↓ ↘ →
+ B or D

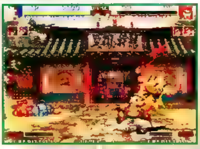


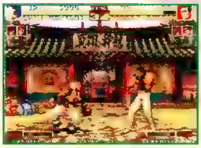
## Chin Gentsai



*Gourd Attack:*
Chin throws a jug with a string attached, then pulls it back in.
↓ ↙ ← + A/C

*Kutotsuken:*
Roll under fireballs and quickly smack your enemy.
← ↙ ↓ ↘ →
+ B or D

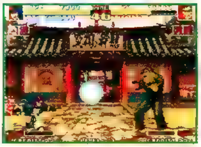


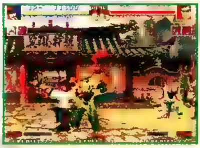


*Oniyoizake:*
A handy vertical defense, spit harsh liquid on jumping enemies!
← ↓ ↙ + A/C

## Sie Kensou

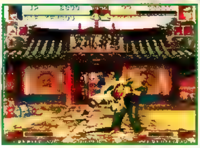
*Silver Bullet:*
Sie's Silver Bullet Attack is just like Atena's projectile move.
↓ ↙ ← + A/C





*Dragon Upper:*
A scissor kick move that smashes jumping enemies!
← ↓ ↙ + B/D

*Dragon Fang:*
A deadly multi-hit combo attack with all kicks.
← ↙ ↓ ↘ →
+ A or C



# RAGING SOLDIERS

**ORIGINS:** IKARI WARRIORS, UNKNOWN
**FIGHTERS:** CLARK, JEIDERN, RALF
**FIGHTING METHODS:** COMMANDO

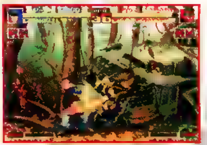
From deep in the jungles of Brazil, this commando team has some truly nasty moves. The leader, Jeidern, is grieving over the loss of his wife and child and is constantly seeking revenge against the scum who killed them.

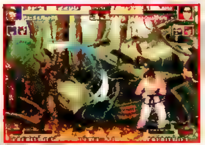
## CLARK

## JEIDERN

## RALF

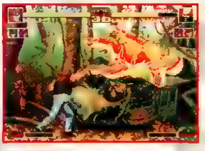
**VULCAN:**
A rapid punch that can drain enemies of energy very quickly!
A or C Rapidly

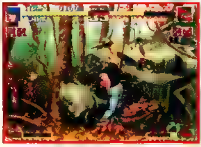




**C. CUTTER:**
A projectile move that slashes enemies up.
← (Hold) →
+ A or C

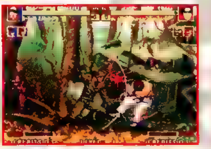
**VULCAN:**
Another rapid punch, this one flames enemies with many hits.
A or C Rapidly

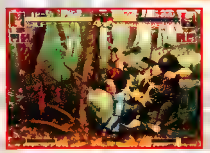




**GUTTERING:**
A very deadly multi-hit punching combo attack.
← (Hold) →
+ A or C

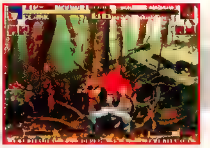
**MOON SLASH:**
Yet another very deadly slashing charge move.
↓ (Hold) ↑
+ A or C

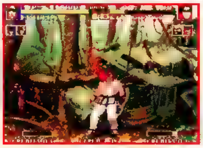




**GUTTERING:**
Another deadly multi-hit punching combo attack.
← (Hold) →
+ A or C

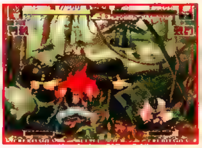
**BACK BREAK:**
Only do this move when you are close to your enemy.
← ↙ ↓ ↘ →
+ D Only





**NECK ROLL:**
Grab your opponent's neck and spin rapidly.
↓ (Hold) ↑
+ B or D

**BACK BREAK:**
Like the other Back Breaker, only do this when close.
← ↙ ↓ ↘ →
+ D Only



# *Fatal Fury*

***ORIGINS:*** *Fatal Fury, Fatal Fury 2, Fatal Fury Special*
***FIGHTERS:*** *Andy Bogard, Terry Bogard, Joe Higashi*
***FIGHTING METHODS:*** *Koppo, Street Fighting, Kickboxing*

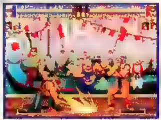
After avenging the death of their father, Jeff Bogard, Andy and Terry (with friend Joe Higashi) join the tournament in hopes of proving themselves against the very best of fighters!

## *Terry Bogard*

## *Joe Higashi*

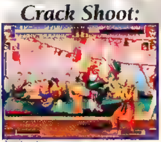
## *Andy Bogard*

***Power Wave:***



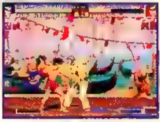
↓ ↘ → + A or C

***Crack Shoot:***



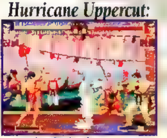
↓ ↙ ← ↖ + B/D

***Machine-Gun Punch:***



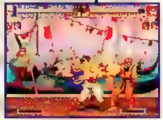
A or C Rapidly

***Hurricane Uppercut:***



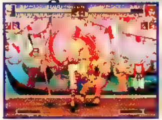
← ↙ ↓ ↘ → + A/C

***Shadow Splitter:***



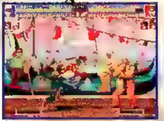
↙ Hold → + A or C

***Dragon Bullet:***



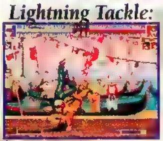
↓ ↘ → + A or C

***Burning Knuckle:***



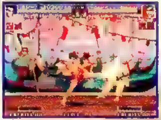
↓ ↙ ← + A or C

***Lightning Tackle:***



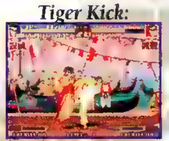
↓ Hold ↑ + A/C

***Slash Kick:***



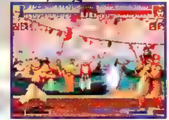
↙ Hold → + B or D

***Tiger Kick:***



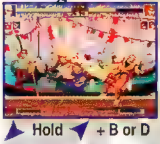
↓ ↘ → ↗ + B/D

***Flying Punch:***



↓ ↙ ← + A or C

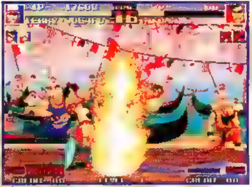
***Shoigun Kick:***



↙ Hold ↗ + B or D

***Finishing Move:***

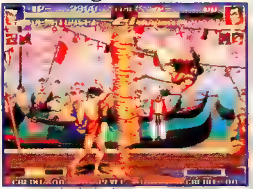
*At the Last...*
*The Super*
*Power Kaiser*



↙ ← ↙ → + B & C Together

***Finishing Move:***

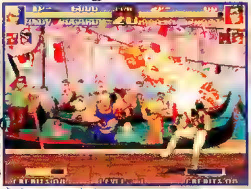
*At the Last...*
*The Super*
*Screw Punch*



→ ← ↙ ↓ ↘ + B & C Together

***Finishing Move:***

*At the Last...*
*The Super*
*Shoigun Kick*



↓ Hold ↘ → + B & D Together

# The Princesses of Punch

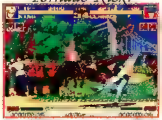
*ORIGINS: Art of Fighting, AOF 2, Fatal Fury 2, FFS*
FIGHTERS: [illegible]
*FIGHTING METHODS: Street Fighting, Kyokugenryu, Ninjitsu*

The only all-female fighting team in the game, but don't underestimate this trio! This brings together Mai Shiranui from the Fatal Fury games and Yuri Sakazaki and King from Art of Fighting and its sequel.

## King

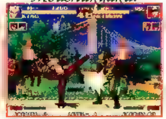
A former bouncer at a restaurant run by the infamous Mr. Big, King has changed her ways since those dreary Southtown days.

*Tornado Kick:*



← ↓ ↘ + B or D

*Moushukyaku:*



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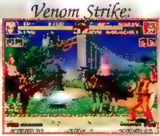
*Venom Strike:*



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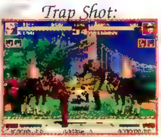
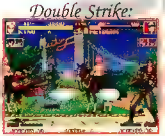
*Trap Shot:*



↓ ↑ + B or D

*Double Strike:*



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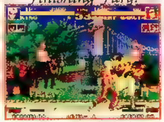
+ B or D Button

*Finishing Fury:*

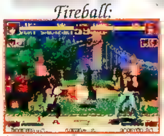


← → ↙ ↓ ↘
+ B & D Together

## Yuri Sakazaki

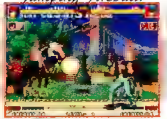
Ryo's kid sister, Yuri has learned the methods of Kyokugenryu at a record pace from her father Takuma, and wants to show her stuff!

*Fireball:*



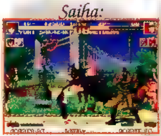
↓ ↘ → + A or C

*Jumping Fireball:*



↓ ↘ → + B or D

*Saiha:*



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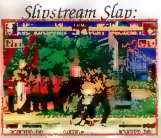
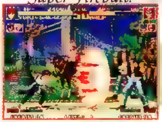
*Slipstream Slap:*



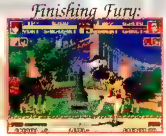
→ ↓ ↘ + A or C

*Super Fireball:*



→ ← ↙ ↓ ↘ →
+ A or C Button

*Finishing Fury:*

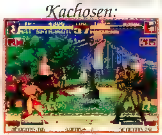


→ ← → ↘ ↓ ↙ ←
+ B & C Together

## Mai Shiranui

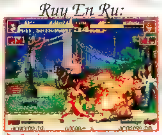
Trained in the ways of the Ninja, Mai is incredibly fast and attacks with deadly precision. She's a friend of the Bogards.

*Kachosen:*



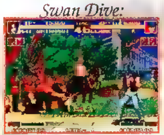
↓ ↘ → + A or C

*Ruy En Bu:*



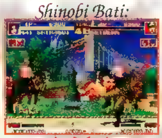
↓ ↙ ← + A or C

*Swan Dive:*



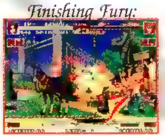
↓ (Hold) ↓ + A/C

*Shinobi Bati:*



← ↙ ↓ ↘ →
+ B or D Button

*Finishing Fury:*



→ ↘ →
+ B & C Together

*About Mai...*

A very close friend of Andy Bogard, her grandfather was Andy's teacher. Mai has trained in the ways of the Ninja since a child.

# The Super Stars

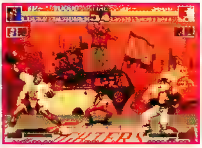
**ORIGIN:** The City Streets
**FIGHTERS:** Lucky Glauber, Heavy D., Brian Battler
**FIGHTING METHODS:** Street Brawling

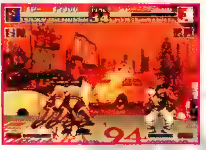
The Super Stars use very crude methods of street fighting on their home turf in the good 'ol U S of A! Some team members are slow (like Brian), but overall, they present a challenge to any who oppose them!

## Lucky Glauber

**Death Bound:** Who needs a fireball - Lucky just uses his basketballs to throw at foes.

↓ ↘ → + A/C



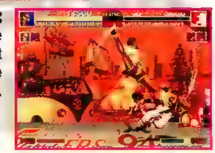


**Lucky Vision:** This is simply a teleport move to go behind foes.

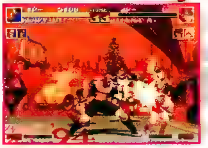
← ↙ ↓ ↘ →
+ B or D

**Cyclone Break:** A very wide scissor-split kick with quite good range.

↓ ↘ ← ↘
+ B or D



## Heavy D.

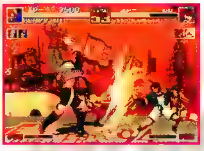


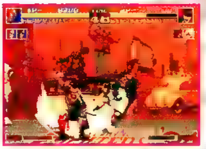
**R.S.D.:** A very nasty power punch that scores multiple hits on enemies.

→ ↓ ↘ + A/C

**Brast Upper:** A quick vertical wave that smacks enemies down.

↓ ↘ → ↖
+ B or D





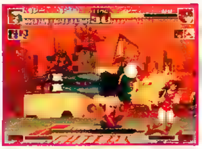
**Soul Flower:** A good move if your enemy gets very close to you.

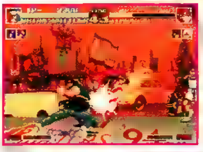
← ↙ ↓ ↘ →
+ A or C

## Brian Battler

**Brian Tornado:** Using his body as a torpedo, Brian linges right at his enemies!

→ ↓ ↘ + A/C



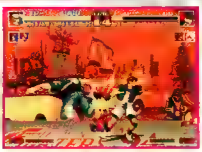


**Hyper Tackle:** A spastic dash that moves very quickly at enemies.

→ ↘ ↓ ↙ ←
+ A or C

**Screw Bodypress:** Done when jumping, you spin scoring several hits.

Jump,UP then
↓ ↘ → + B/D



# The Geniuses of Fisticuffs

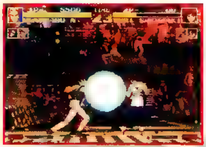
**ORIGIN:** The Streets of Japan
**FIGHTERS:** Benimaru Nikaido, Kyo Kusanagi, Goro Daimon
**FIGHTING METHODS:** Street Brawling

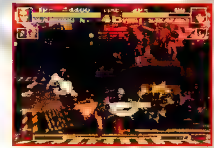
A new bunch of fighters, these guys from Japan are a force to be reckoned with! Fighting on the bombed-out streets, the Geniuses of Fisticuffs are ready to rumble with the best of them!

## Benimaru Nikaido

**Lightning Fist:** Benimaru's nasty shocking punch that temporarily fries foes!

→ ↓ ↘ + A/C



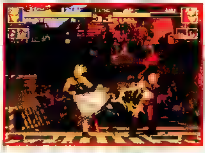


**Shinku Katategoma:** Stand on one hand and spin around very rapidly.

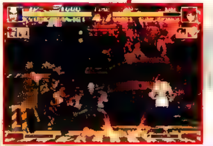
→ ↘ ↓ ↙ ←
+ B or D

**Aido Kick:** Another of Benimaru's nasty attacks - a quick knee to the face!

↓ ↘ → + B/D



## Kyo Kusanagi

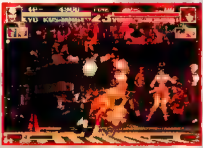


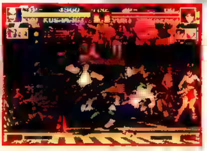
**Yamibarai:** A fireball that quickly moves on the ground and fries an enemy.

↓ ↘ → + A/C

**Oniyaki:** A very quick hop up and spin in the air that will flame an opponent.

→ ↓ ↘ + A/C





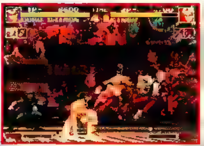
**Oboroguruma:** A multi-hit kick attack that will send you flying across the screen!

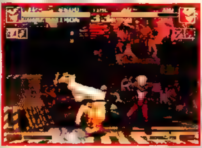
← ↓ ↘ + B/D

## Goro Daimon

**Minelayer:** Slam the ground with your mighty fist and knock enemies over.

→ ↓ ↘ + A/C



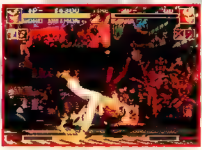


**Super Ukemi:** Roll on the ground at your foe and then grab and slam 'em to no end.

↓ ↙ ← + B/D

**Super Ohotogari:** Do this move at close range for a nasty ground slam.

→ ↘ ↓ ↙
+ D Button Only



# The Korean Team

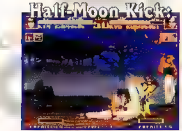
**ORIGINS:** Unknown, Fatal Fury 2, FFS
**FIGHTERS:** Choi Bounge, Kim Kaphwan, Chang Koehan
**FIGHTING METHODS:** Claw, Taikwando, Big Ball

This is the strangest team in the game! However, it has just about everything needed to win: Brute force (Cheng), swift, quick precision (Choi), and balanced fighting abilities (Kim). Give 'em a chance and see!

## Kim Kaphwan

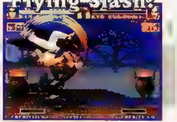
Absolutely convinced Taikwando is the best art of fighting, Kim Kaphwan, of Fatal Fury fame, also enters the tournament to prove just that! Loaded entirely with kicking moves, Kim is one of the most skilled fighters in the game. As for his partners...

**Half-Moon Kick:**



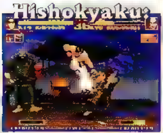
↓ ↘ ← + B or D

**Flying Slash:**



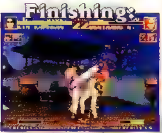
↓ (Hold) ↑ + B/D

**Hishokyaku:**



Jump UP, then ↓
+ B or D Button

**Finishing:**

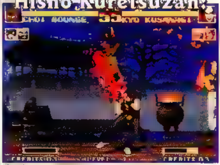


↓ ↘ ← ↘ →
+ B & D Together

## Choi Bounge

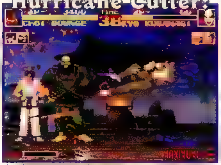
The smallest fighter in the game, this guy has slashing moves with his deadly claws! A little, but very tough, fighter!

**Hisho Kuretsuzan:**



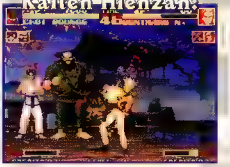
↓ (Hold) ↑ + B or D Button

**Hurricane Cutter:**



↓ (Hold) ↑ + A or C Button

**Kaiten Hienzan:**

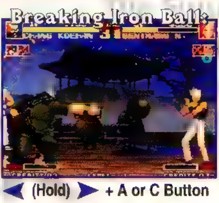


← (Hold) → + A or C Button

## Chang Koehan

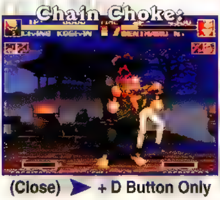
Cheng is big! Armed with his iron ball, he is slow, but his attacks do massive damage! His Spinning Iron Ball blocks projectiles.

**Breaking Iron Ball:**



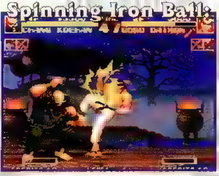
← (Hold) → + A or C Button

**Chain Choke:**



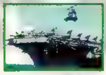
(Close) → + D Button Only

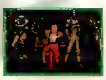
**Spinning Iron Ball:**



Push A or C Button Rapidly

### Only The Final Challenge Awaits...





### But Wait, There's More - Stay Tuned to EGM!

Enough moves for you? Want more? Well, don't fret - there are even more moves than those listed here! Stay tuned to EGM and Trickman Terry's Tricks of the Trade section in the months ahead for more hidden and finishing moves!

63

The idea has been
in the back of our
minds for a long time

It was way back there. Behind the missiles, the fighter jets and all the other top-secret projects that have sucked on our brains for years. But we dug it out. And now you and your video games are gonna get it right in the gut.

It's the Interactor. The interactive game vest that makes even the crappiest games cool. Strap it on. Crank it up. Because playing without it is just a stupid idea.

AURA™
INTERACTOR™

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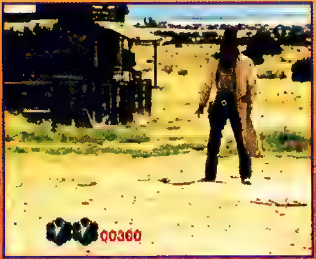
He's back! Mad Dog is back and out to beat you to the lost gold. Select one of three guides to lead you to the treasure and help you get back to the old Mission. Choose from Buckskin Bonnie, Shooting Beaver, and the Professor to lead you on your quest. Danger lurks on whichever route you choose to follow. This live-action adventure pits your skills as a gunfighter against a multitude of villains. Shoot your way through Mexican banditos, savage Indian renegades, and Mad Dog's gang. Stand your ground at high noon against ruthless bounty hunters. Pick from three levels of increasing difficulty. Do you think that you have what it takes to stop the likes of Mad Dog? If not you'll be joining Billy the Kid in a shallow grave on Boot Hill.

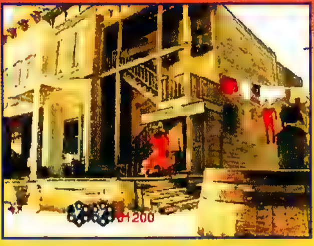


It's him or you. You've got to be fast or you'll end up another of this ruthless gunfighter's statistics.

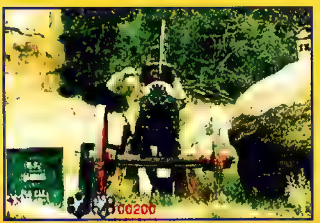
## FACT FILE

### MAD DOG II THE LOST GOLD

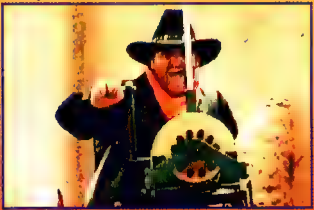
| | | | |
|---|---|---|---|
| **MANUFACTURER** | AMERICAN LASER GAMES | **# OF PLAYERS** | 1 OR 2 |
| **DIFFICULTY** | MODERATE | **AVAILABLE** | NOW |
| **CARTRIDGE SIZE** | CD-ROM | **NUMBER OF LEVELS** | N/A |
| **THEME** | SHOOTING | **% COMPLETE** | 100% |



You'll have to fight your way through town to find the treasure map.

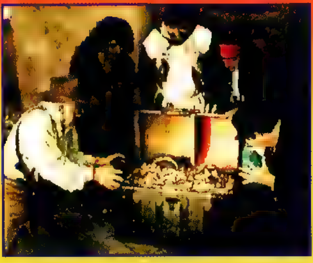


Gatling guns and banditos are just a couple of things that stand in the way of you and your treasure.

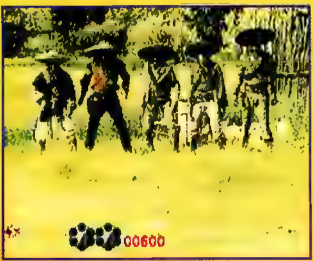


Mad Dog is armed to the teeth so be prepared to fight to the death!

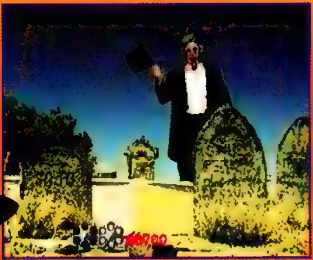
MAD DOG II
the Lost Gold



Search the Superstitious Mountains for the Spanish gold, then return to the mission for your reward.



Bandits!! You've got to be quick on the draw to defeat these rogues. These are some of the meanest hombres this side of the Rio Grande.



Boot Hill. I would advise you to use extreme caution or you'll end up dead as a door nail and six feet under.

### THE GOOD

The live-action aspect of the game makes it exciting to play and gives it the feel of a real gunfight!

### THE BAD

Once you know the positions of the bad guys, the game becomes considerably easier.

### THE UGLY

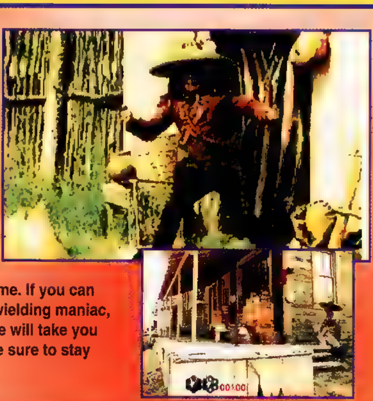
Staring down the barrel of Mad Dog's pistol!

# Choose from three different guides to lead you to the Spanish gold

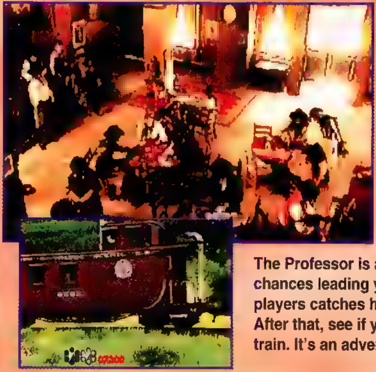
**Shooting Beaver**

Save Shooting Beaver's neck and he can help lead you through renegade Indian country. Follow him through Indian-infested woods and villages, but don't let your guard down. These savages enjoy a good scalping any chance they get, and your scalp looks especially valuable.

**Buckskin Bonnie**



Buckskin Bonnie is about as wild as they come. If you can rescue her from the clutches of a dynamite-wielding maniac, she can show you how to get to the gold. She will take you along a trail frequented by banditos, so make sure to stay alert and keep your head down.



**The Professor**

The Professor is a gambling man, so he decides to take his chances leading you to the treasure. One of the local card players catches him cheating, so you start by saving his hide. After that, see if you can stop Mad Dog from robbing the train. It's an adventure you won't want to miss!

# OFF-WORLD INTERCEPTOR

## FACT FILE

### OFF-WORLD INTERCEPTOR

| | |
|---|---|
| **MANUFACTURER** | **# OF PLAYERS** |
| CRYSTAL DYNAMICS | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| HARD | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| CD-ROM | 25 |
| **THEME** | **% COMPLETE** |
| DRIVING | 75% |

When anyone takes a look back at the history of the 3DO, they will realize that Crystal Dynamics (coming out of nowhere) has been one of the leading producers of 3DO games, and most likely one of the reasons the 3DO still exists today. From the company that brought you titles like Crash 'N' Burn, Total Eclipse, and the soon-to-be-released Samurai Shodown (yes!) comes their latest creation, Off-World Interceptor! Like Crash 'N' Burn and Eclipse, this game is all texture mapped, which gives the game a totally realistic look. The playing perspective takes a while to get used to, because the entire background moves and rotates according to which way you go. Game players can upgrade their car until they have enough money to buy a better one, much like Rock 'N' Roll racing! Gamers be prepared for the Off-World experience!

**THE GOOD**

3DO owners will finally get a taste of some off-road action!

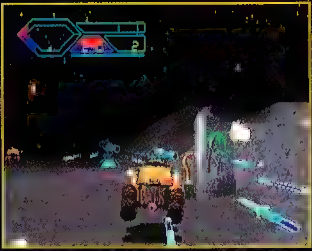
**THE BAD**

Though this was one of the first 3DO games mentioned, it still needs many more items to be completed.

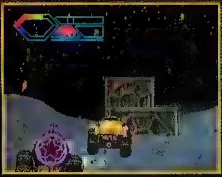
**THE UGLY**

What the driver must look like after being thrashed around like that.

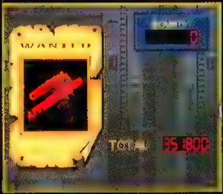
## RACE ACROSS THE GALAXY!



In the course of this game you'll travel to many different planets. All of them are hostile and full of enemy platoons!

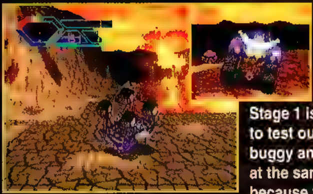


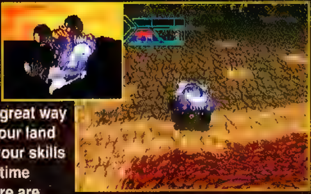
Beautiful landscapes are in every texture-mapped level! Truly breath-taking!



Around the fourth stage of each planet, there's a criminal Boss who must be captured to continue!

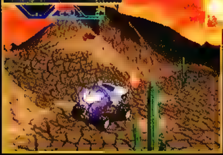
## LEVEL 1



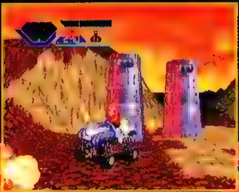


Stage 1 is a great way to test out your land buggy and your skills at the same time because there are relatively few enemies and rough, mountainous terrain. One feature that may take some time to get used to is the zoom feature that zooms in and out when you scale a large object such as a mountain. Use a burst of nitro to really blow away those mountains!

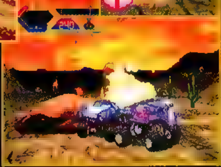
WAYPOINT REACHED
CASH TOTAL



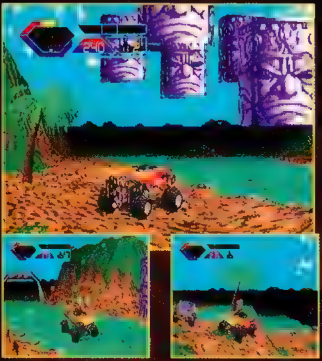
Receive extra bonus points (which turn into money) for finishing the course under a certain time!



As if the many enemy drones were not enough trouble for you, you've also got to face twin-gun turrets that pop up as well as the terrain itself!

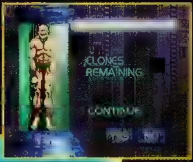


Grabbing all the health and fuel icons you can may be the most important thing you can do!

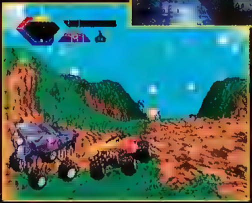


During the second stage you'll come across stones with faces on them trying to crush you like the Thwomps in Mario Kart!

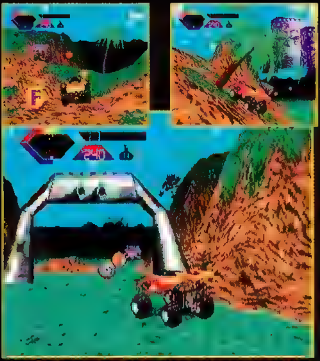
## LEVEL 2



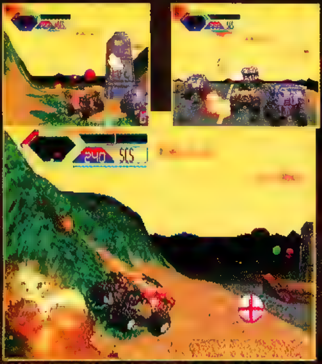
In the future clones are made in your likeness to continue racing after you've crashed!



These enemy racers are tough! Once they find you, they won't let up until you or them are toast!

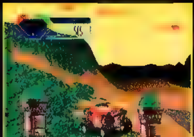


The best way to describe this game would be to call it "Total Eclipse on the ground," because you can go just about everywhere!

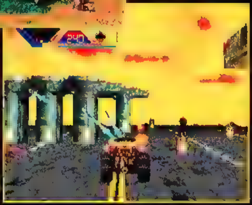


This desert-like planet takes a while to get used to because your car will slide all over the place! Head for the pavement!

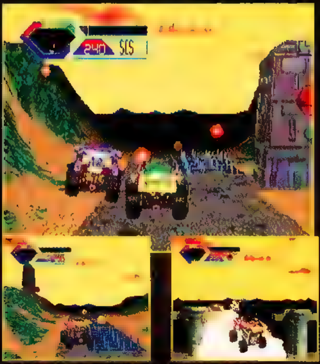
## LEVEL 3



When you spot these end markers, give it all you got till you finish the level!

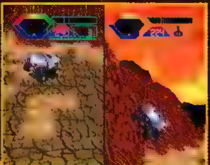


Try to steer as clear as possible from these towers—their shots will hit you before you can react.

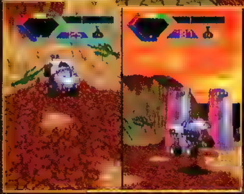


Many dangers will await you on this course, so be alert! There are gun turrets everywhere as well as spiked roads!

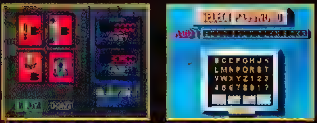
## TWO-PLAYER SIMULTANEOUS



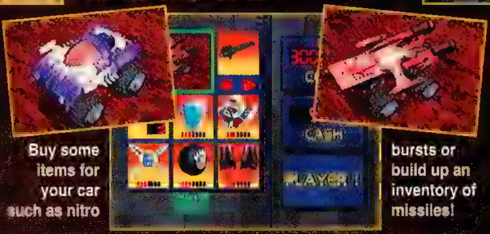
Two players can race against each other as well as against the computer with a split screen!



Try grabbing all the fuel icons before your partner!

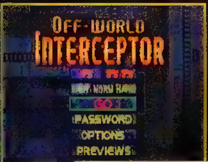


In the customizing shop you can buy a new, faster car or simply upgrade your existing one with stronger shields!

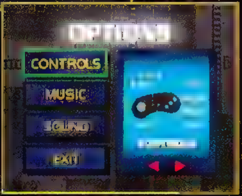


Buy some items for your car such as nitro bursts or build up an inventory of missiles!

## THE CUSTOMIZE SHOP



Interceptor features a password feature to save your progress in the game thus far!



Customize the game itself to your liking.

# SAMURAI SHODOWN II CONTEST

## PRIZES!

**1 FIRST PRIZE:**
- Samurai Shodown II Dedicated Arcade Video Game Machine
- NEO•GEO Fun Pack, includes: Samurai II hat and poster, NEO•GEO Carrying Case, T-shirts and other NEO•GEO goodies

**2 SECOND PRIZES:**
- NEO•GEO Gold System with the Samurai Shodown II Cartridge
- NEO•GEO Fun Pack

**10 THIRD PRIZES:**
- NEO•GEO Fun Pack

ENTER TODAY FOR YOUR CHANCE TO WIN A SAMURAI SHODOWN II ARCADE MACHINE!

ELECTRONIC GAMING MONTHLY

SNK

NEO GEO

## HOW TO ENTER:

Correctly complete the entry form, then mail to:

Samurai Shodown II (EGM)
1920 Highland Avenue, Suite 285
Lombard, IL 60148

Name

Address

City, State Zip Code

Phone

Contest Rules: 1. *No Purchase Necessary.* No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by December 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. *Prizes.* 1 First Prize: Samurai Shodown II Dedicated Arcade Video Game Machine, and NEO•GEO Fun Pack, includes: Samurai II Hat and poster, NEO•GEO Carrying Case, T-Shirts and other NEO•GEO goodies. First prize is valued at $3500.00. 2 Second Prizes: Gold System with Samurai Shodown II Cartridge, NEO•GEO Fun Pack. Second prize is valued at $900.00. 10 Third Prizes: NEO•GEO Fun Pack. Third prize is valued at $50.00. Winners will be determined at a drawing to be held on December 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. *Odds of Winning.* The odds of winning will be determined by number of valid entries. 4. *Eligibility*: Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publicity release within 30 days or forfeit prize. Employees of Sendai Publishing Group, Inc. and SNK Corporation of America and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., SNK Corporation of America or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. *Winners List.* For a list of winners, send a stamped, self-addressed envelope to Samurai Shodown II Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by February 1. 1995. Allow 4 weeks for delivery of winners list. 6. *Restrictions*: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and SNK Corporation of America. Electronic Gaming Monthly is a trademark of Sendai Publishing Group, Inc. SNK and NEO•GEO registered trademarks of SNK Corporation of America.

# • EGM READER SURVEY •

**SEND TO: EGM READER SURVEY, 1920 HIGHLAND AVENUE, SUITE 283, LOMBARD, IL 60148**

NAME ____________________

ADDRESS ____________________

CITY, STATE ____________________

ZIP CODE ____________________

TELEPHONE NUMBER ____________________

1. What is your age?
   a. under 8
   b. 8-11
   c. 12-17
   d. 18-24
   e. over 24

2. Do you have a full or part-time job?
   a. Yes
   b. No

3. If "Yes," what is your monthly income?
   a. $250-or less
   b. $251-$500
   c. $501-$1,000
   d. $1,000 or more

4. Do you receive an allowance?
   a. Yes
   b. No

5. If "Yes," how much is your allowance each month?
   a. under $10
   b. $10-$20
   c. $21-$25
   d. $26-$30
   e. over $30

6. Do you use a computer at home or school?
   a. Yes
   b. No

7. Which system(s) do you own? (circle all that apply)
   a. Nintendo
   b. Super Nintendo
   c. Game Boy
   d. Sega Genesis
   e. Sega CD system
   f. Game Gear
   g. TurboGrafx
   h. Neo•Geo
   i. 3DO
   j. Atari Lynx
   k. Atari Jaguar
   l. Computer

8. Which video game system do you plan to buy within the next 12 months? (circle all that apply)
   a. Nintendo
   b. Super Nintendo
   c. Game Boy
   d. Sega Genesis
   e. Sega CD system
   f. Game Gear
   g. TurboGrafx
   h. Neo•Geo
   i. 3DO
   j. Atari Lynx
   k. Atari Jaguar
   l. Computer

9. What type of games do you enjoy most? (circle all that apply)
   a. Action
   b. Adventure
   c. Role-playing
   d. Strategy
   e. Shooter
   f. Sports

10. How many video games do you own?
   a. 5 and under
   b. 6-10
   c. 11-15
   d. 16-24
   e. 25-35
   f. over 35

11. Do you rent video games?
   a. Yes
   b. No

12. If "Yes," do you rent with the prospect of buying the game?
   a. Yes
   b. No

13. Would you rent a CD video game system before buying one?
   a. Yes
   b. No

14. Which of these helps you decide which video games to buy? (circle all that apply)
   a. Ads on TV
   b. Magazine articles
   c. Ads in magazines
   d. Word of mouth/friends
   e. Game rentals
   f. Arcades
   g. Game in store
   h. Other

15. Where do you buy your games? (circle all that apply)
   a. Electronic store
   b. Record store
   c. Video store
   d. Department/discount store
   e. Toy store
   f. Mail order

16. Other than video games, what hobbies do you have? (circle all that apply)
   a. Collect comic books
   b. Collect sports trading cards
   c. Non-sports trading cards
   d. Sports
   e. Music

17. What is your favorite brand of trading cards?
   a. Upper-deck
   b. Topps
   c. Pro-line
   d. Fleer
   e. other

18. What is your favorite TV station?
   a. Disney
   b. Nickelodeon
   c. MTV
   d. Fox
   e. other

19. What is your favorite cartoon?
   a. *Ren & Stimpy*
   b. *Batman: The Animated Series*
   c. *The Simpsons*
   d. None of the above

20. How many times did you go to the movies in the last three months?
   a. 1-4
   b. 5-10
   c. 7-10
   d. over 10

21. How many movies are rented and watched at home each month?
   a. 1-3
   b. 4-6
   c. 7-10
   d. over 10

22. Of these movies, how many titles do you choose for yourself?
   a. 1-3
   b. 4-6
   c. 7-10
   d. over 10

23. What type of music do you listen to most?
   a. Rap
   b. Alternative
   c. Top 40
   d. Hard Rock

24. Where do you buy your music?
   a. Electronic store
   b. Music store
   c. Department/discount store
   d. Video store
   e. Mail order

WIN AN ATARI JAGUAR!

25. What type of musical equipment do you own? (circle all that apply)
   a. Home CD player
   b. Personal/portable CD player
   c. Home cassette tape deck
   d. Personal/portable cassette tape deck
   e. Home stereo
   f. Car Stereo

26. How many CDs do you buy each month?
   a. 1-4
   b. 5-10
   c. 11-15
   d. over 15

27. How many tapes do you buy each month?
   a. 1-4
   b. 5-10
   c. 11-15
   d. over 15

28. Which is your favorite soft drink?
   a. Coca-Cola
   b. Pepsi
   c. Dr. Pepper
   d. Juice
   e. Snapple
   f. other

29. Whose chooses the brand of cereal you eat?
   a. I do
   b. My parents do

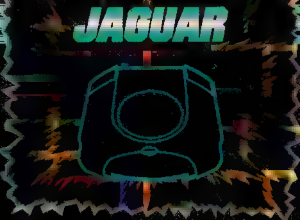
30. What brand of jeans do you wear? (circle all that apply)
   a. Levi
   b. Guess
   c. Bugle Boy
   d. other

31. What brand of athletic shoes do you wear?
   a. Nike
   b. Keds
   c. Reebok
   d. Adidas
   e. Converse
   f. Russell
   g. L.A. Gear
   h. other

32. Do you buy/subscribe to any of the following magazines? (circle all that apply)
   a. Game Pro
   b. VG
   c. Game Players
   d. Game Fan
   e. Nintendo Power
   f. Electronic Games
   g. High End
   h. Other

29. How many people besides yourself read your copy of Electronic Gaming Monthly?
   a. 1
   b. 2
   c. 3
   d. 4
   e. 5
   f. 6
   g. 7
   h. 8 or more

Rules: All entries must be received by December 15, 1994. EGM is not liable for lost or misdirected mail. One entry per person. No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 15, 1995. All entries must be hand written. Prizes are not transferable. Sendai Publishing Group assumes no liability for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. All entries become the exclusive property of Sendai Publishing Group, Inc. and will not be acknowledged or returned. All local, state and federal taxes, if any, are the sole responsibility of the individual winner(s). All judges decisions are final. All prizes will be awarded. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply. Employees of Sendai Publishing Group, Inc. and their affiliates are ineligible to enter. Sendai Publishing Group, Inc. reserves the right to cancel this promotion at any time with appropriate notice. Winners' must agree to the use of their name and likeness for publicity reasons by Senda Publishing Group, Inc. EGM is a trademark of Sendai Publishing Group, Inc.



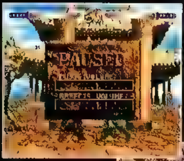
# KASUMI NINJA

KASUMI NINJA

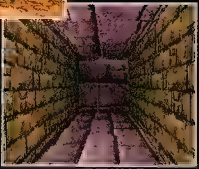
## FACT FILE

### KASUMI NINJA

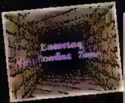
| | | | |
|---|---|---|---|
| MANUFACTURER | ATARI | # OF PLAYERS | 1 OR 2 |
| DIFFICULTY | MODERATE | AVAILABLE | NOVEMBER |
| CARTRIDGE SIZE | 4 MEG | NUMBER OF LEVELS | N/A |
| THEME | FIGHTING | % COMPLETE | 70% |

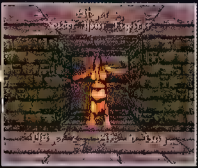


You can pause the match anytime plus adjust the music and sound effects volume!



In between fights it's easy to become lost without any of the special items!





Select your warrior and prepare for combat!

**THE GOOD**

Jaguar fans will get a taste of street fighting action—64-Bit style!

**THE BAD**

The blood concept is a little bit overdone when it flies with every hit.

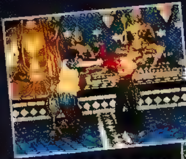
**THE UGLY**

Angus' fireball technique—I don't even want to know where it comes from.

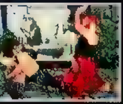
Jaguar players rejoice! Atari has entered the fighting genre with a title of its own. From what I've seen so far, it looks like a winner! The mighty ninja gods have called warriors from all over the Earth to help stop the renegade ninja, Gyaku, from completely destroying the small island of Kasumi. Kasumi Ninja is a fighting game with a twist. Not only do you travel around the world fighting other contenders, but you also must master a complex labyrinth filled with traps and other disasters for the final confrontation with Gyaku. Each character has a barrage of special moves and combos to master including a range of styles and even finishing death moves that vary from character to character! Prepare for combat!

## THE CONTENDERS

### ALARIC: KING OF THE GOTHS

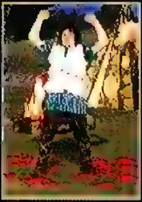


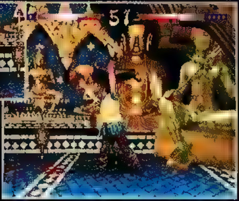
If you're too close to Alaric, he'll crush you with his Goth Hammer.



Few fighters can match the speed and power of his Power Slide.

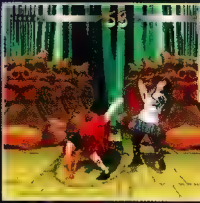
Alaric was both a famous and ferocious fighter in history. In his time, Alaric helped bring down the Roman Empire and conquered many portions of Central Europe. Beware of his bamboo stick!



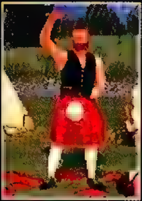


Alaric is a master of close combat so keep your distance from him!

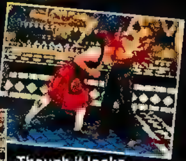
### ANGUS MCGREGGOR: THE SCOTTISH BRAWLER



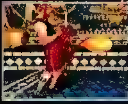
Angus' attacks will confuse you!



Angus McGreggor from Scotland is one warrior with an attitude. Completely merciless, Angus has been known to use his special skills of Caber Tossing against even the weakest of opponents.

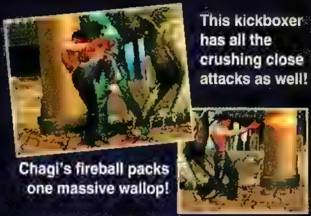


Let your guard down for a second and receive the punishment!



Though it looks awkward, Angus' fireball still hurts!

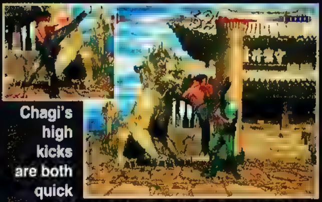
# CHAGI: THE KICKBOXER



This kickboxer has all the crushing close attacks as well!

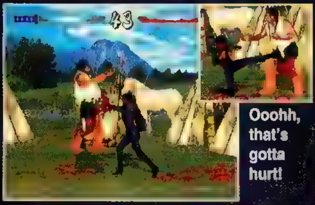
Chagi's fireball packs one massive wallop!

Chagi is a professional kickboxer who takes great pride in what he does. And why not? After all, he's the undefeated kickboxing champion of his nation. Chagi was chosen personally by the Ninja gods themselves.



Chagi's high kicks are both quick and devastating to all who oppose him.

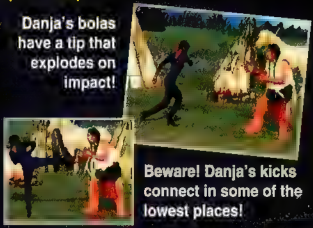
# DANJA: THE URBAN GANG LEADER



Ooohh, that's gotta hurt!

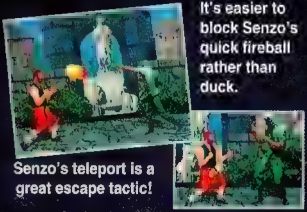
Danja spent her childhood in the streets where she learned some of the dirtiest fighting tactics ever! She is the leader of her crime fighting gang and a master of the bolas as well.

Danja's bolas have a tip that explodes on impact!



Beware! Danja's kicks connect in some of the lowest places!

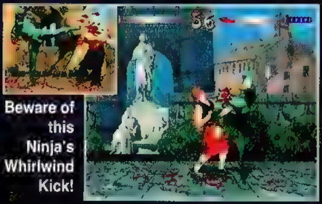
# SENZO:THE NINJA



It's easier to block Senzo's quick fireball rather than duck.

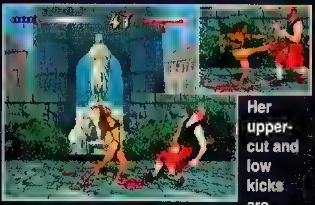
Senzo's teleport is a great escape tactic!

Senzo is one of the youngest ninjas in his clan. The Ninja gods have chosen him because of his blinding speed and agility in combat. Senzo also has the secret art of throwing fireballs at his disposal.

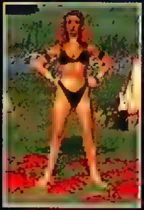


Beware of this Ninja's Whirlwind Kick!

# THUNDRA: THE AMAZON QUEEN

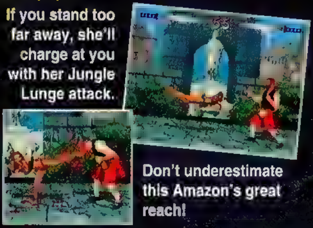


Her upper-cut and low kicks are some of the quickest attacks! Watch out!



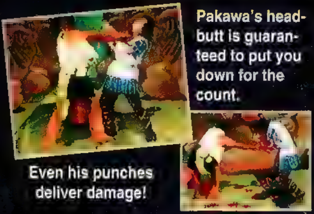
Thundra is famous for leading her Amazon race to victory over the Gargarians, which later resulted in an official treaty between the two clans. She also seems to have some mysterious closeness with animals.

If you stand too far away, she'll charge at you with her Jungle Lunge attack.



Don't underestimate this Amazon's great reach!

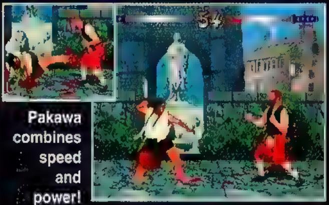
# PAKAWA: THE COMANCHE INDIAN WARRIOR



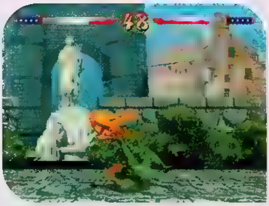
Pakawa's head-butt is guaranteed to put you down for the count.

Even his punches deliver damage!

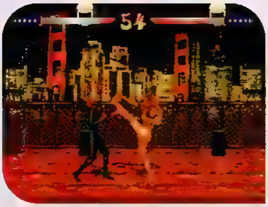
Pakawa is chief of the great Tu-Wee-Kah tribe known for their un-ending bravery in battle. He is very skilled with a hunting blade and has many scalps in the tribe to prove it. Keep your distance from this powerhouse!



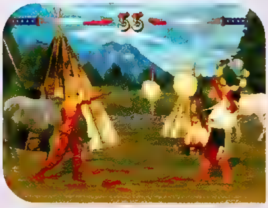
Pakawa combines speed and power!



This could be the bloodiest battle ever fought on European soil.



Afrikay didn't just leave her heart in San Francisco. Thanks to the nimble Amazon Queen, she left a few pints of blood, too.



Apparently, the West was won with a charbroiling fireball. But wait till you see what the Comanche has up his sleeve.

# DIS

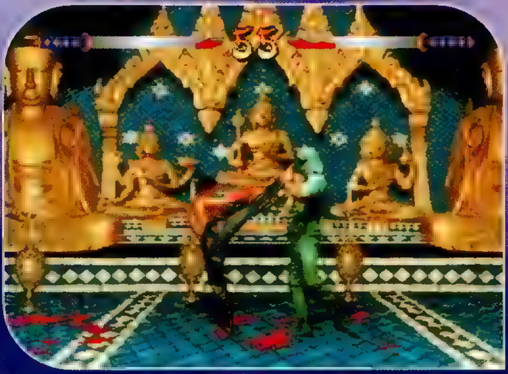
KASUMI NINJA
ATARI

So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?



**ATARI®**
**MADE IN THE USA**

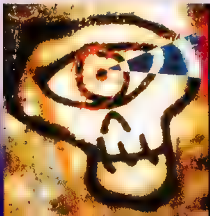
Game tips and hints: 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar, the Jaguar logo, Kasumi Ninja and the Kasumi Ninja logo are trademarks or registered trademarks of Atari Corporation. Copyright 1994, Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved.

It's a jungle in there. Good thing Afrikay has the street-brawling skills needed to fight her way out.

The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.

The Ninja feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

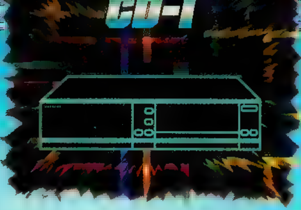
# HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO+THE MATH

64-BIT

INTERACTIVE MULTIMEDIA SYSTEM



# CHAOS CONTROL

On March 3, 1972, the planetary exploration probe Pioneer 10 was launched into space. The probe contains a message which indicates the coordinates of Earth. In the year 2050, having long since left the solar system, Pioneer 10 continues on its long, cosmic voyage—until it suddenly stops, and ceases to transmit its message. On Earth, this sudden silence is interpreted as a breakdown of the transmission system. This, however, is a fatal error—the message sent into space by the incautious Earthlings has been intercepted—and will soon be put to use. As Lieutenant Jessica Darkhill of the Orbital Defense Forces, you have been chosen to direct combat operations against the Kesh Rahn, the extraterrestrial creatures who have obtained the coordinates of Earth and are planning to use them for only one purpose—to destroy it!

## FACT FILE

### CHAOS CONTROL

| MANUFACTURER | # OF PLAYERS |
|---|---|
| PHILIPS | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | JANUARY |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| CD-ROM | 10 |
| THEME | % COMPLETE |
| SHOOTER | 60% |

**THE GOOD**

The game features some of the most incredible, if not not the best, graphics supported by the CD-i!

**THE BAD**

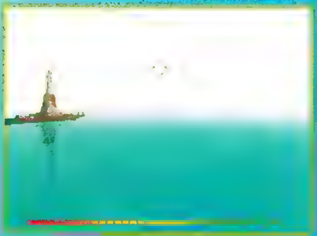
The only control you have is of the crosshairs on your ship. It plays more like a movie than a game.

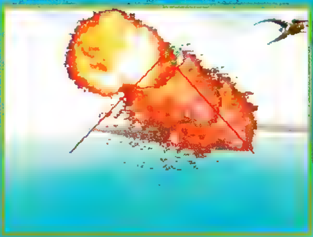
**THE UGLY**

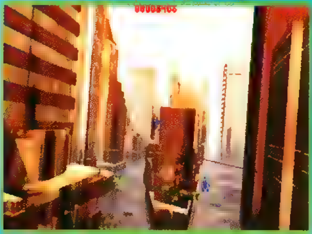
None of the alien creatures in the game are going to win any prizes for being good-looking!

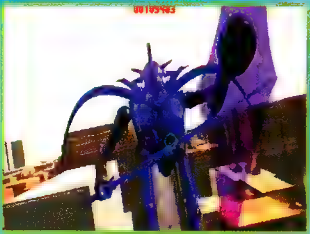
## MISSION 1

**Your first mission requires you to clear the way for civilians to be repatriated from the Lunar Base to the general headquarters in Manhattan. Your main goal is to eliminate all of the Kesh Rahn soldiers in the Manhattan area who are blocking your way. The scenery of the Statue of Liberty is extremely breathtaking, but be warned—taking your eyes off of the opposition for more than a split second may result in the inhaling of your last breath!**

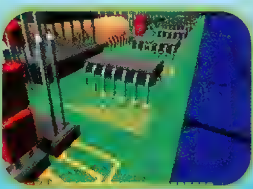

Check out the graphics! The reflections on the water add to the realism!


Right off the bat you are assaulted by a squadron of alien nasties.

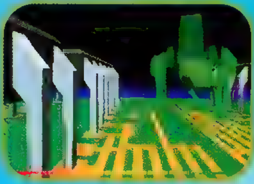

When your crosshairs are yellow, you are targeted on one of your own ships!

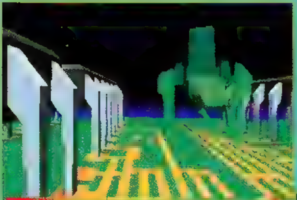

There are many enemies you will have to defeat. This guy is from Mission One.

# MISSION 2

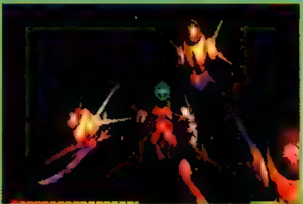


A Kesh Rahn virus has been introduced into the huge computer which controls the defense network—danger is imminent. Your job is to eradicate the virus before it spreads to other areas of the mainframe. The only access you have to the computer is through an experimental system called Virtual Reality. This system enables you to get to the heart of the computer and seek out the killer virus before it's too late!



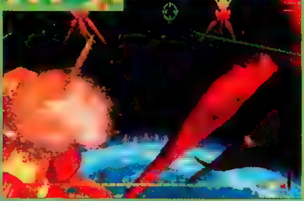


In the beginning of the level you must take out the armored aliens in the computer-generated world. The whole level takes place on a computer's circuit board. At the end you will do battle with a virus!

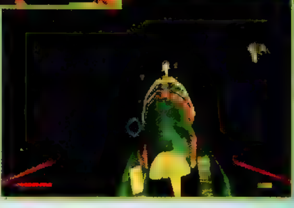


Toward the end of the level you will battle some very huge crafts which may take more than one shot to take down. When aiming, decide which ones may cause the most damage.

The middle part of the mission takes you to the reaches of outer space. Every and any kind of alien will try to stop you dead in your tracks. Make sure you have a lock before you open fire.



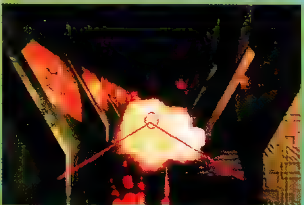
There are two meters at the bottom of the screen which are very important. The one at the bottom left displays your remaining shields, while the one at the right tells how fast your lasers are heating up.



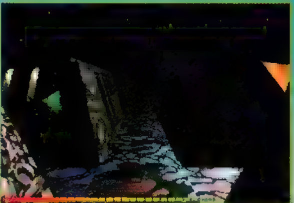
# MISSION 3

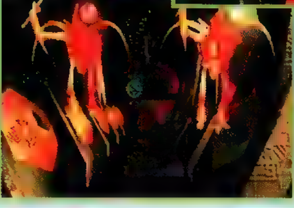
Once you have neutralized the virus, you are chosen to direct the attack against the Kesh Rahn armada, an army five times greater than the surviving Earth forces. Once you have fought them in outer space near an abandoned orbital station, you will enter the labyrinth which guards the entrance to the Kesh Rahn high command. Your mission is to destroy their mother ship, which is protected by the imperial guard!

When and if you make it to the third mission, you will again have to do battle with an onslaught of alien creatures and ships. This time it's on their territory. Take 'em out!

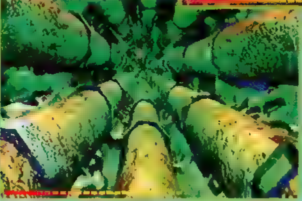


After defeating the two Bosses, you'll reach an area that has many junctions and intersections. In order to make it to the mother ship, you will need to figure out which way to go through the maze.



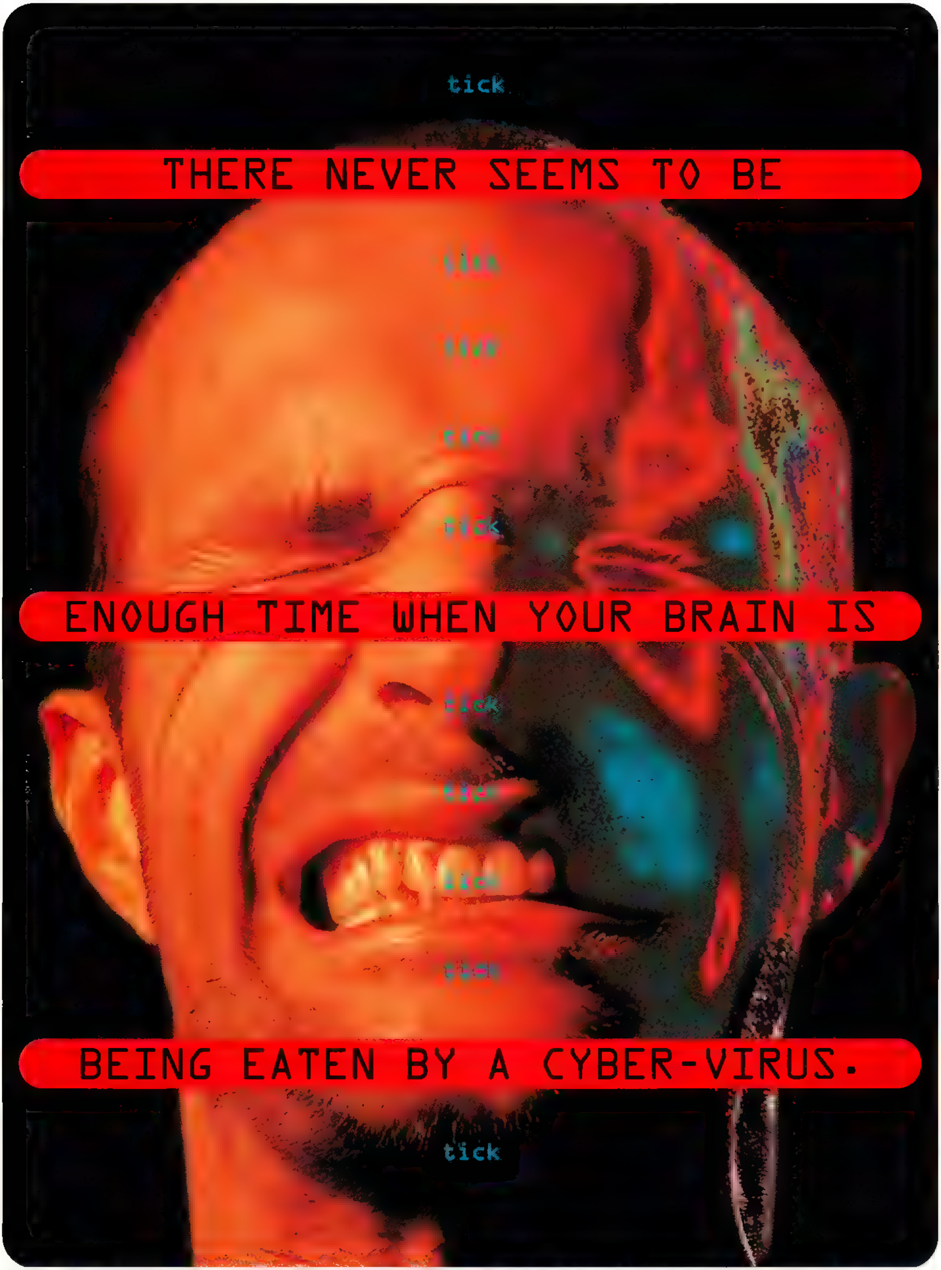


Most of the battle takes place in special trenches where the enemy is hiding in the sides of the walls. When you make it to the end of the trenches, you're in for double trouble. Check it out!



When searching for the head master, the Lord Commander, you can be tricked into taking many wrong turns. If you do, you will be forced to start the level all over again!

# Philips - “Cyber Virus” - Standard Consumer

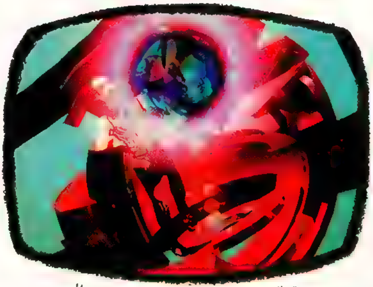

tick
THERE NEVER SEEMS TO BE
tick
tick
tick
tick
ENOUGH TIME WHEN YOUR BRAIN IS
tick
tick
tick
tick
BEING EATEN BY A CYBER-VIRUS.
tick

Limited first editions of Burn.Cycle contain a separate original hardcore rave soundtrack CD *Suggested retail price International Tennis Open 1992 Philips Interactive Media France and Pathe Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved. Both the copywriter and the art director of this ad would like to say hi to their respective moms. They'd also love to get CD-i players for Christmas.

CD-i

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.

Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



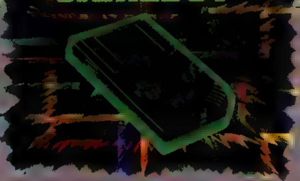
Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.

CD-i
GAMES
BURN:CYCLE
PHILIPS
COMPACT DISC INTERACTIVE

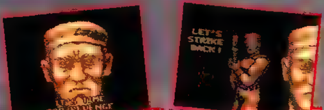
**Click forward to the year 2063** tick **where you've become a jaded** tick **nihilistic data thief named Sol Cutter** tick **with a neural implant jack in your neck** tick **and one day while downloading corporate secrets** tick **into the software inside your skull** tick **you also contract a nasty little** tick **computer virus called Burn:Cycle** tick **which is basically gonna corrode your brain** tick **like battery acid in two hours unless you can** tick **outwit and outshoot relentless enemy agents** tick **find Doc the only guy who may know how to save you** tick **then make peace with your personal demons** tick **and somehow God help you** tick **locate the party responsible** tick **in this cold harsh neon-lit world** tick **before you bite the oh what a bummer** tick **your time's up**

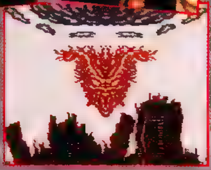
Magnavox 450 CD-i player now $299.99.* Includes 2 free titles

**PHILIPS MEDIA**

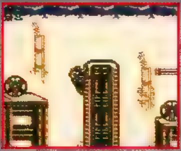


# CONTRA
## THE ALIEN WARS





That mischievous Red Falcon is back seeking revenge on G.B.



In the early stages, there are ladders to help you if you miss a jump. The rest is up to you!

CONTRA
THE ALIEN WARS
START GAME
OPTIONS
KONAMI

## FACT FILE
### CONTRA THE ALIEN WARS

| MANUFACTURER | # OF PLAYERS |
|---|---|
| KONAMI | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | OCTOBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | 5 |
| **THEME** | **% COMPLETE** |
| ACTION | 100% |

Those brave, elite warriors known to you and me as the Contras, are back and ready for some more alien butt-kicking. Most of you gamers out there will remember that this adventure on the Super NES platform set the standard a few years back. All I can say is that Game Boy players are in for a real treat when this game makes its debut! Nearly all of those alien-roasting levels are here, some with different twists! Because we're talking about the G.B. here, expect it to play a little slower than its Super NES counterpart, though it's not something die hard G.B. players would notice. Great gaming on the go!

## WEAPONS OF DESTRUCTION

| Crush gun | Bomb | Field |
|---|---|---|
| Explodes on impact | Clears screen | Limited shield |
| **Homing gun** | **Standard** | **Spread gun** |
| Seeks and destroys! | Standard rapid fire | Long-range weapon |

### THE GOOD

Game Boy players will get their taste of Contra action! A truly amazing job, Konami!

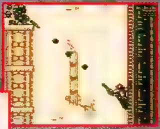
### THE BAD

The action gets so intense sometimes that you should have a Super Game Boy to play it!

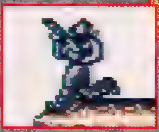
### THE UGLY

The humiliation you feel telling people you were beaten by a gigantic turtle!

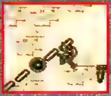
## DANGER LURKS EVERYWHERE!

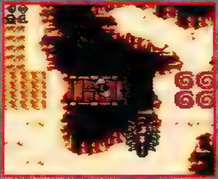


Be sure to look everywhere for enemy snipers!



Like the Super NES version, you can shoot in eight directions!

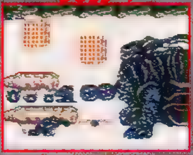




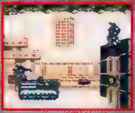
This game brings new meaning to "look before you leap!"

## MISSION 1 – THE STREETS OF NEO CITY

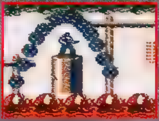
BOSS 1



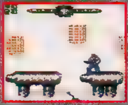
The Giant Turtle Boss will attack you first with his snapping jaws, then with his flaming breath. Aim for his heart to win.



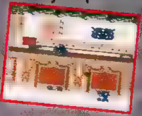
The tank gives invincibility and heavy firepower!



It may seem odd, but this is a safe place to stand!

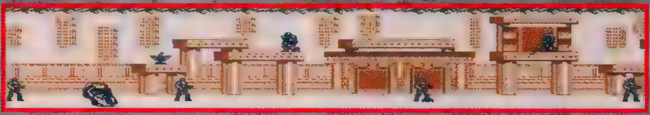


Prepare to be bombed!



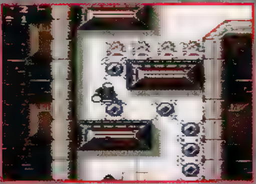
It's probably worth your effort to take out the sniper on top of the wall first.

LEVEL 1

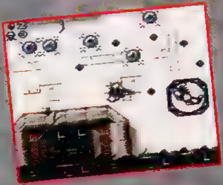


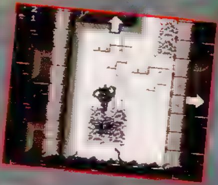
In the first mission you'll face a barrage of enemies such as the fire snake, the enemy plane, and a platoon of enemy snipers stationed in some of the most strategic places!

## MISSION 2—THE HIGHWAY

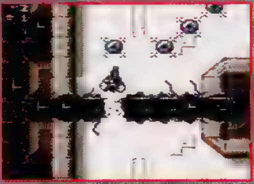


These enemy mines will detonate a second after contact. Try tricking enemies into following you!

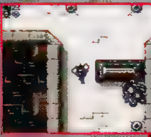




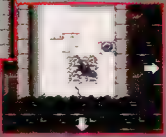
Your objective here is to take out all the enemy outposts. You'll be rewarded with an item for each one you do.



Many of these old bridges will crumble beneath you if you don't cross at the right area.



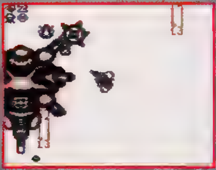
Watch out—enemies are hiding around every corner!

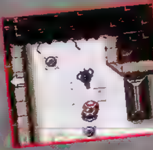


If you get lost, arrows will help show you the way!

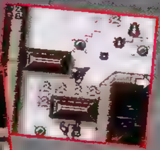
## BOSS 2—METALLICAN

The end Boss of Level 2 attacks you with spinning, spiked balls and with its main gun!



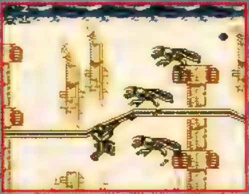


The flamethrower is the weapon of choice here!

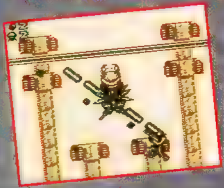


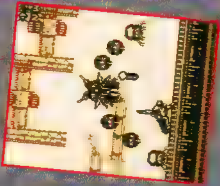
You keep the weapon from the last level here!

## MISSION 3—THE OLD STEEL MILL

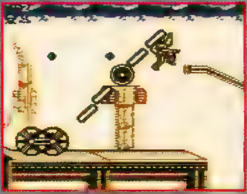


In this mission, winged insects will gang up and attack you! If you still have the flamethrower, now is the time to use it!

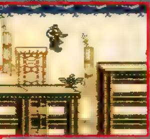




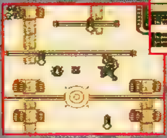
This weird, spinning thing is the mid-Boss for Level 3. If you send him down in flames, watch out! He'll be back!



Make a jump for it when you see this spinning lever or else you'll become swiss cheese!

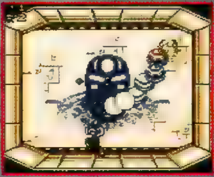


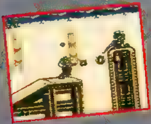
The weapon icons will disappear after a while if you don't want them.

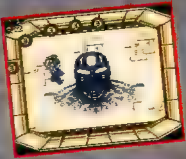


Luckily, you can shoot the missiles in Stage 3.

This giant robot is the Boss of Stage 3. His flaming breath moves in your direction.



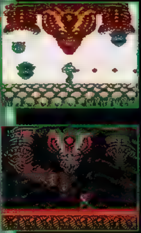




After a couple of passes with his flame breath he'll also attack you with time bombs so stand clear!

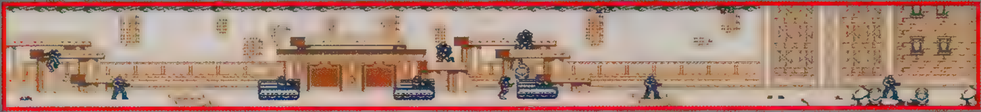
### EGM X-TRA DARE TO COMPARE

A LOOK AT OTHER FORMATS...



The most obvious difference between these two versions is the color loss (or lack thereof) in the Game Boy version. The G.B. version makes up for it with its great game play, though. All in all, it's an incredible translation!

## LEVEL 1



During this mission you're going to have to learn how to use an armored tank, without it exploding in your face! Talk about a joy ride! Make your way through the fiery wasteland to the guardian of this level, the giant fire-breathing turtle!

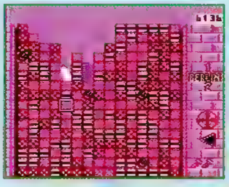
# BREAKTHRU

## FACT FILE

### BREAK THRU

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SPECTRUM HOLOBYTE | 1 OR 2 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | OCTOBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | N/A |
| **THEME** | **% COMPLETE** |
| ACTION/PUZZLE | 95% |

Any Tetris lovers out there will have to try this game. In fact, the guy who created Tetris made this game; but instead of building a wall, you're knocking one down! If you've played Tetris, you should know how addicting it is. Break Thru is also addictive, but it's a little more challenging. Enter various levels around the world after breaking down a wall. One of the great things about Break Thru is that you have bombs and missiles to help you out. The challenge is to race against the clock, but you run into a few unexpected items that slow you down.



**THE GOOD**

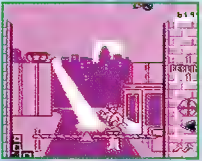
You can finally wreck something without getting in trouble.

**THE BAD**

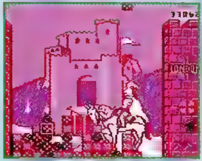
It could use a few more cool weapons.

**THE UGLY**

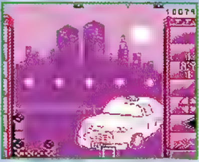
Multiple bomb explosions are a rush!



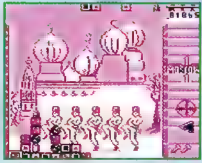
Stage 1: Berlin



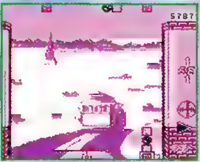
Stage 2: London



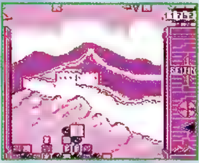
Stage 3: New York



Stage 4: Moscow



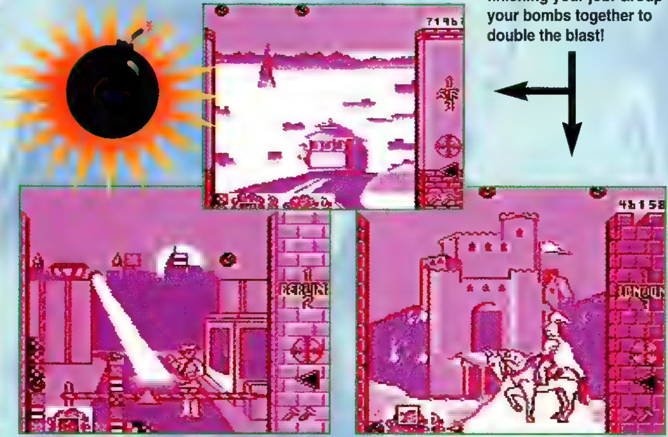
Stage 5: San Francisco



Stage 6: Beijing

## THINGS THAT MAKE YOUR GAME GO BOOM!!!

Place your missiles and bombs just right to witness an atomic blast that speeds up the process of finishing your job. Group your bombs together to double the blast!



AFTER PLAYING WITH THIS GUY, YOU'LL BE THE FIRST ONE ASKED TO CARVE THE TURKEY.
SAMURAI SHODOWN™
MOST REQUESTED GAME - 1994
GAME GEAR
SEGA GENESIS
Super GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM
TAKARA®
Video Game Division

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SAMURAI SHODOWN
TAKARA

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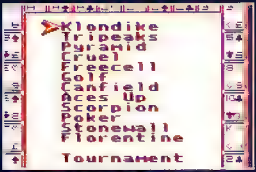
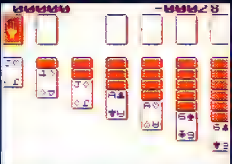
EGM

# Solitaire

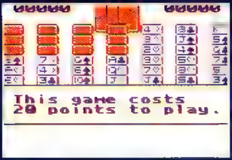
Funpak



You can choose from up to 12 different variations of the game. They are all very challenging and addictive.



There are many different styles. Try them all just for fun!



This game costs 20 points to play.

Each game costs a certain amount of points to play.

**S**olitaire players, get ready for a great new game called Solitaire Funpack. This game has 12 different variations, some of which I had never heard of before. The game also features a scoring system, so you can see how good you are. You can play each of the games by itself, or you can play in the Tournament Mode playing one game after another. This mode is more challenging and is a great way to pass the time, like a month or two! This is one of the games for the Game Boy that you will want to have with you at all times!

## FACT FILE

### SOLITAIRE FUNPAK

| MANUFACTURER | # OF PLAYERS |
|---|---|
| INTERPLAY | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | 12 |
| **THEME** | **% COMPLETE** |
| GAMBLING | 90% |

### THE GOOD

This is the best thing to happen to solitaire players since cards!

### THE BAD

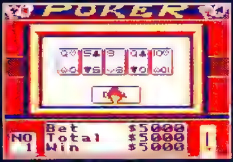
There are so many variations that it will take awhile to learn them all!

### THE UGLY

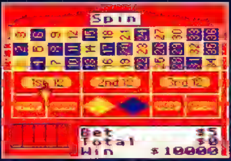
The way you look after 20 games or so!

# Casino

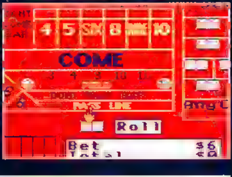
Funpak



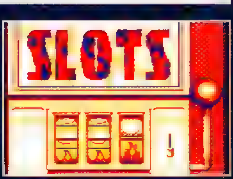
Start betting and try to get a winning hand in video poker.



Try your luck in Roulette! Remember to always bet on black!



Roll a seven or 11 in this game of craps. Don't crap out!



The slots are easy to play, and the payoffs can be huge!

**F**or thos who can't get to Vegas often enough comes a game that is sure to satisfy the gambler in all of us! Casino funpack has six different games including craps, video poker, and video slots. You can play each game by itself or participate in the Tournament Mode where you play all of the games in order. With $10,000 to spend, you're sure to have plenty of fun. Try your luck at all of the games or try to cash in at your favorite.

### THE GOOD

This is a great game for the Game Boy—it's really addictive!

### THE BAD

When you win $100,000 and wish you were really in Vegas.

### THE UGLY

When you lose $100,000 and you're glad you're still at home!

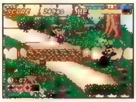
## FACT FILE

### CASINO FUNPAK

| MANUFACTURER | # OF PLAYERS |
|---|---|
| INTERPLAY | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| MODERATE | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 1 MEG | N/A |
| **THEME** | **% COMPLETE** |
| GAMBLING | 90% |

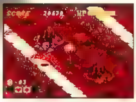
# RUN LIKE CRAZY.

LICENSED BY
Nintendo
THE WILDEST
"IN YOUR FACE"
CHASE EVER!
KID KLOWN
IN
CRAZY CHASE
KEMCO
SUPER NINTENDO
ENTERTAINMENT SYSTEM


BLACKJACK'S BOOBY TRAPS!

AVOID OBSTACLES!

BIZARRE BAD GUYS


DIAGONAL VIEWPOINT

AI-YI-YI-YI-YI! IT'S KID KLOWN AND SPACE PIRATE BLACKJACK! HEADING STRAIGHT FOR YOUR FACE LIKE A BIG CREAM PIE! IN DIAGONAL SCROLLING 3D! WITH ENOUGH BOMBS, BOOBY TRAPS, BANANA PEELS, HIDDEN ZONES, POWERUPS AND BONUS STAGES TO KEEP YOU RUNNING FOR THE REST OF YOUR LIFE! SO DON'T JUST SIT THERE ON YOUR BIG WHOOPEE CUSHION! GET UP AND RACE TO THE STORE! KEMCO®

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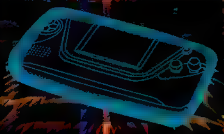


Disney's
THE
LION KING
VIDEO GAME PREMIERE

## FACT FILE

### THE LION KING

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SEGA | 1 |
| DIFFICULTY | AVAILABLE |
| MODERATE | NOVEMBER |
| CARTRIDGE SIZE | NUMBER OF LEVELS |
| 4 MEG | 10+ |
| THEME | % COMPLETE |
| ACTION | 100% |

**THE GOOD**

The soundtrack for this game is excellent.

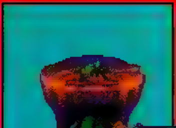
**THE BAD**

The Bosses were a little difficult, considering the age-range for the game.

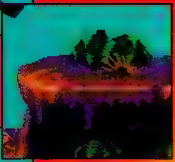
**THE UGLY**

It's on too many systems! Oh my!

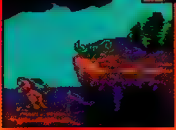
## ENEMIES GALORE!



What kind of action game would Lion King be without enemies for Simba to face?!?



Roar at the enemies to scare them and then jump for the kill.

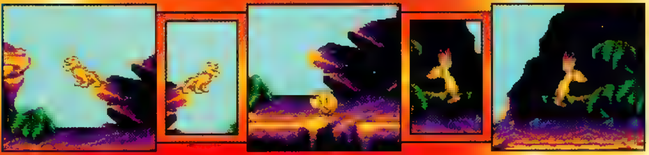


Learn this technique to survive the dangers of the later levels.

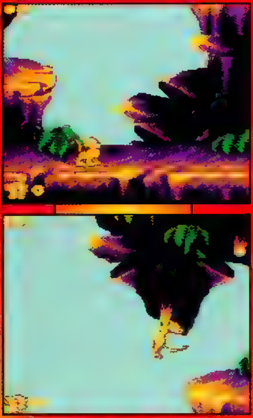
THE LION KING

You play as the Lion King in this hit video game based on the equally successful movie. You have to go through countless levels and challenge unbelievable odds in order to prevail and reclaim your heritage. The good guys always win in the end ... right? As you travel through the levels you will grow in experience and size. With each new level come new challenges and tougher enemies to fight, not to mention the Boss creature at the end of each level! That's a lot for a poor little lion cub to worry about, but the road to becoming king is a hard one to travel and your arch nemesis, Scar, is waiting for you to challenge him on the very last level. Can you beat him and become king? Good luck!

## LOOK AT SIMBA'S MOVES

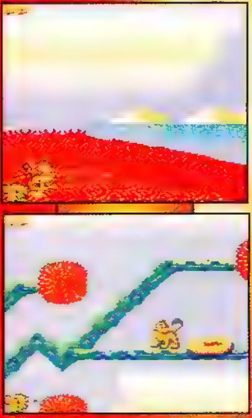


## LEVEL 1: PRIDE ROCK



In the first level you will learn to control Simba and master some of his moves. Learn quickly and you will definitely live longer.

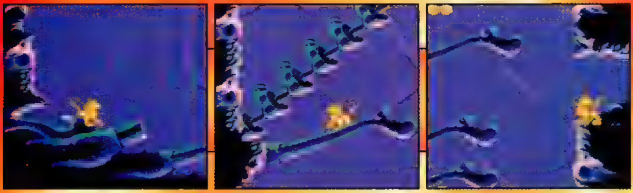
## LEVEL 2: JUST CAN'T WAIT



He just can't wait to be king, but first he must go through another challenge to gain more experience. Go get them, Simba!

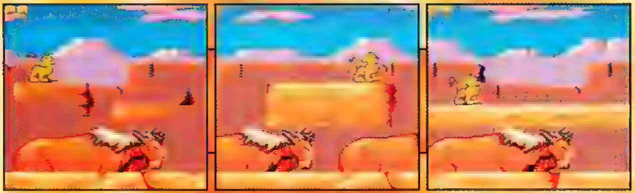
© The Walt Disney Company 1994

## LEVEL 3: ELEPHANT GRAVEYARD



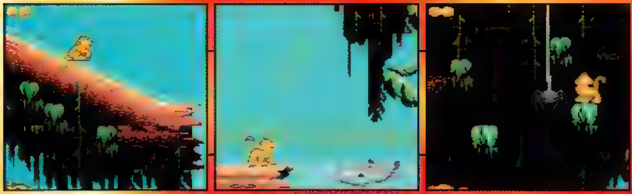
This level has a rather grim name and background. Do not stop to look at the background—instead concentrate on avoiding the various bad guys.

## LEVEL 4: STAMPEDE



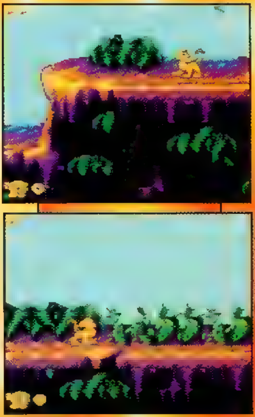
This level starts by Simba having to avoid a stampede by jumping onto a series of platforms. If you should fall, try to get back up on one of the platforms before you are run over.

## LEVEL 6: WILLOW CASCADE



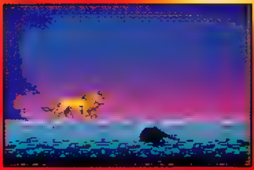
This level is difficult because of the many water slides that are everywhere. Take it slow and steady. You will be at the end of the level before you know it.

## LEVEL 5: EXILE FROM PRIDE ROCK



Forced from Pride Rock, poor Simba must face this difficult level and come out alive.

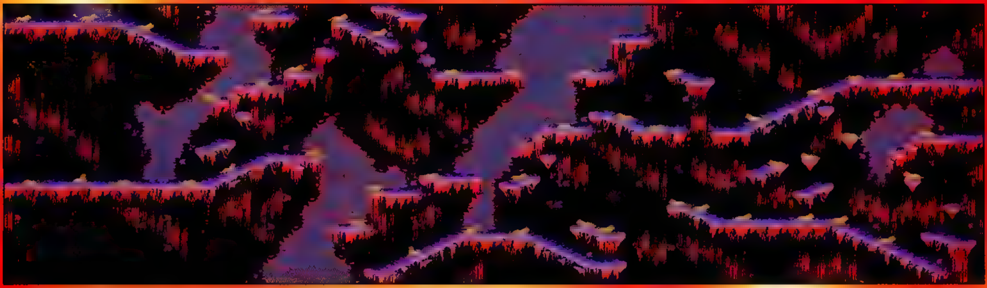
## SIMBA BECOMES A LION!



In Rafiki Chase and subsequent levels, Simba becomes a lion with stronger attacks and higher jumps. He also has a pretty nasty-looking roar!

## MAP OF LEVEL 8: JUNGLE CAVERNS

Let's hear that lion give a roar! He will face many challenges from the various spiders and bats that inhabit the cavern. The jumps and leaps Simba will have to take to reach each platform will be a challenge indeed, but with a little practice can be done.



LEONARD NIMOY'S
PRIMORTALS

TEKNO · COMIX

Go, go Power Rangers! Here's a game that is set up and moves like a Final Fight cart, yet controls and executes like a Street Fighter II game. It is also chock-full of combos that even novice players can learn. Plus, kids love the Power Rangers. Play as all five Rangers and also choose from one of three Powerzord or seven enemy characters.The moves are as follows: the one button is your punch; the two button is your kick; and if you press one and two together, you do a special move. There are tons of different combinations you can do in the air or ducking down. Kids will dig this!

**THE GOOD**

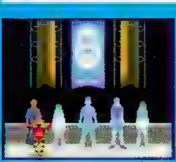
It has a good twist on your normal Final Fight games.

**THE BAD**

I'm not really a big fan of the Power Rangers, so this game doesn't really have much 'umpf' for me.

**THE UGLY**

Some of the dialogue is goofier than other games! Wow, I thought that was impossible.

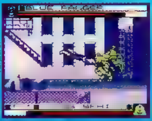


Here you get to choose your favorite Ranger. Each one has his/her own abilities.

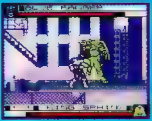
**FACT FILE**

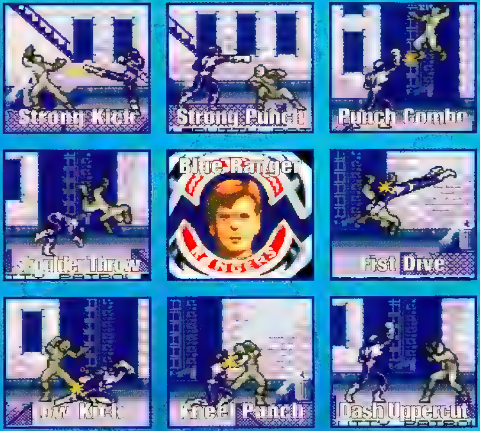
**POWER RANGERS**

| MANUFACTURER | # OF PLAYERS |
|---|---|
| SEGA | 1 |
| **DIFFICULTY** | **AVAILABLE** |
| EASY | NOVEMBER |
| **CARTRIDGE SIZE** | **NUMBER OF LEVELS** |
| 4 MEG | N/A |
| **THEME** | **% COMPLETE** |
| ACTION-FIGHTING | 100% |



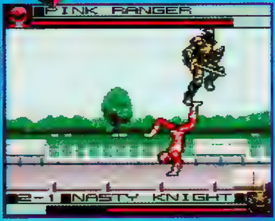
This is King Sphinx. He is a pain in the keister for a first Boss. If you are not on the constant offensive, he will take advantage and beat the bloody heck out of you. Use your air attacks most often.



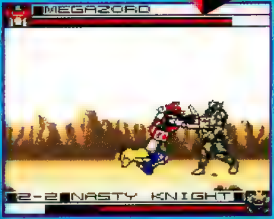


The Blue Ranger's fist dive can be lethal if done at the right time. Try a jump kick combined with a punch combo if the enemy is in the corner. You will do some major damage.

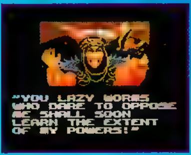
# MIGHTY MORPHIN POWER RANGERS™



Nasty Knight is easy to beat and you don't need too much technique. Combos will finish him off faster.



There are lots of detailed cinemas throughout the game. They tell the story of the Green Ranger.



"YOU LAZY WORMS WHO DARE TO OPPOSE ME SHALL SOON LEARN THE EXTENT OF MY POWERS!"

This picture reminds me of an old cartoon, not unlike the Rangers. Power Rangers Hoooooo!

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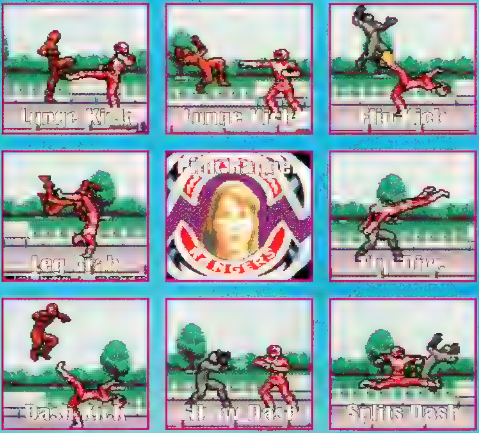
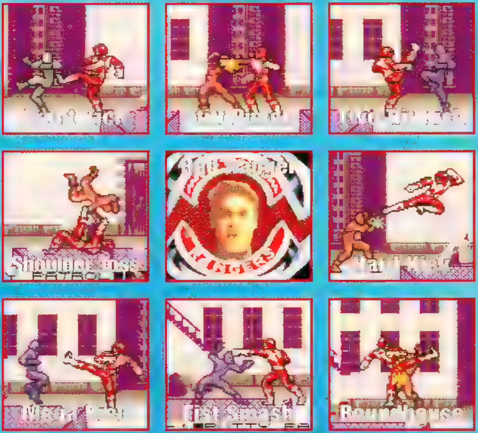

Lunge Kick
Lunge Kick
Flip Kick
Leg Grab
Flip Dive
Dash Kick
Splits Dash

The Pink Ranger is quick, and does a lot of flipping around. Her Flip and Dash Kick look similar. Use the Splits Dash, because it will hit three times harder if timed right.


Shoulder Toss
Red Ranger
Fist Smash
Roundhouse

The Red Ranger is strong and agile. His Two-Hit Kick is lethal. Use that in combination with the Roundhouse to do some damage that will make any enemy afraid of you.

GREEN RANGER

RED RANGER
GREEN RANGER

Here the Green Ranger is thrown at you. It's no cakewalk. Good skill and some old-fashioned luck will help. Use the air attacks that require you to press one and two—it catches him the most.

MEGAZORD
DRAGONZORD

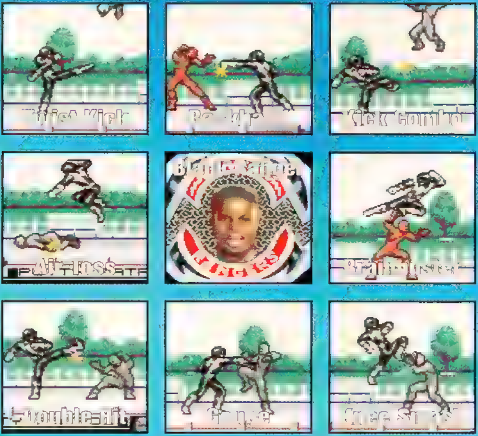
BLACK RANGER
GREEN RANGER

The Green Ranger just can't get enough of fighting you. Beat him this time and he will join you to be the sixth Ranger for you to choose. I left his techniques for you to discover. He is awesome!

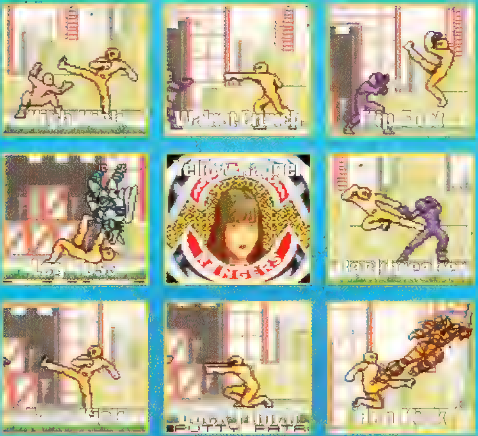
DRAGONZORD
SHELL SHOCK

BLACK RANGER
SHELL SHOCK

This guy is very tough to beat. I suggest using the Green Ranger because he is the strongest. All I can say is go all out on him. Use everything you know and that should be enough—hopefully.


Twist Kick
Kick Combo
Air Toss
Black Ranger
Brainbuster
Double Hit
Gouge
Knee Smash

Although the Black Ranger is slow, he makes up for it in strength and technique. His Knee Smash hits almost everybody. Use the Double Hit with the Gouge for a killer combo.


Flip Foot
Leg Toss
Yellow Ranger
Neckbreaker

The Yellow Ranger is very aerobic, which is to your advantage because she has a lot of moves that hit and jump away. Combine the Duck Punch and Flip Foot for powerful effects.

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*FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY...*

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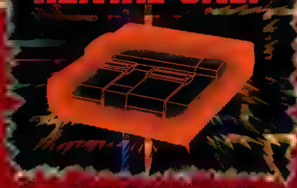
## RENTAL ONLY



With the continued growth of the rental industry showing no signs of slowing down, it only seemed like a matter of time before you started seeing rental-only products. Well, the time has certainly come for video games. Witness what Interplay, Capcom, and Electronic Arts have accomplished in the rental market.

Electronic Arts was the first to offer a special version of John Madden Football for rental only. It featured the ability to play as Super Bowl teams, a first for the JMF series. Interplay followed suit by offering a new version of Clay Fighter with a nice Tournament Option. Capcom took a different twist and offered Final Fight Guy, a Japanese version of Final Fight that was never released for sale here in the States.

What does the rental market provide for these companies? A look at what consumers are interested in, that's what. If the market is strong enough, rental-only games could be for sale in your local stores soon.

### THE GOOD

The game has a very humorous side to it as well as being a great fighting game!

### THE BAD

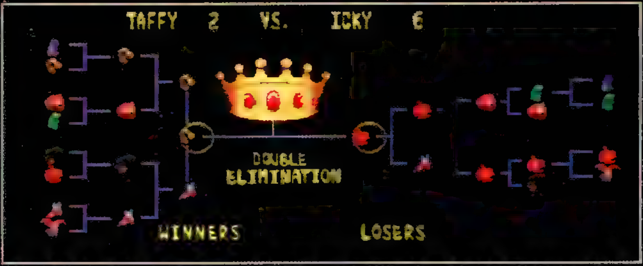
Sometimes the control leaves a little to be desired.

### THE UGLY

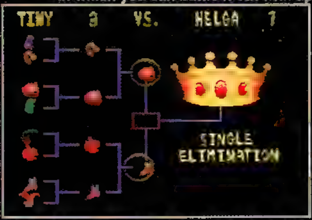
Being mocked by Bonker. It'll make you want to throw the controller at the television!

If you thought Clayfighters couldn't be improved upon, you were wrong! Clayfighters Tournament Edition has everything Clayfighters does and then some. It has Double Elimination Mode, Single Elimination Mode, and Sudden Death. You can also play with up to eight people so you can see which of your friends is the ultimate Clayfighter. The only problem is that this game is for rental only, so if you want to play Clayfighter Tournament Edition you must journey to your nearest rental store and rent one of best clay fighting games out there!

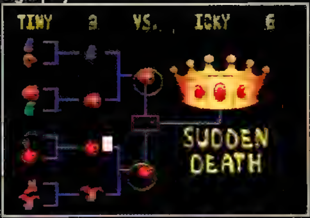
## GREAT NEW OPTIONS!



Unlike the first Clayfighter game, the Tournament Edition has a Double Elimination Mode in which you can battle it out with up to eight players to see who dominates!

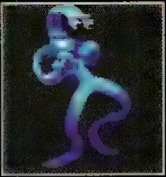


Single Elimination lets the winners battle it out to the finish to be the ultimate fighter!

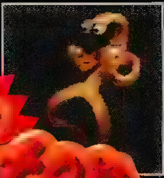


Sudden Death is similar to Single Elimination, but only takes one round to win!

## DIFFERENT COLORS!



As opposed to the original Clayfighters, all of these characters' colors can be changed. If you go into any of the Elimination Modes and choose any one of the fighters, you can change the colors by pressing either the A, B, X, or Y buttons. Any one of these clay freaks change into multiple, different colors. For example, Bad Mr. Frosty doesn't change into the same colors Taffy does.



TOURNAMENT ClayFighter EDITION

Continued on Page 360

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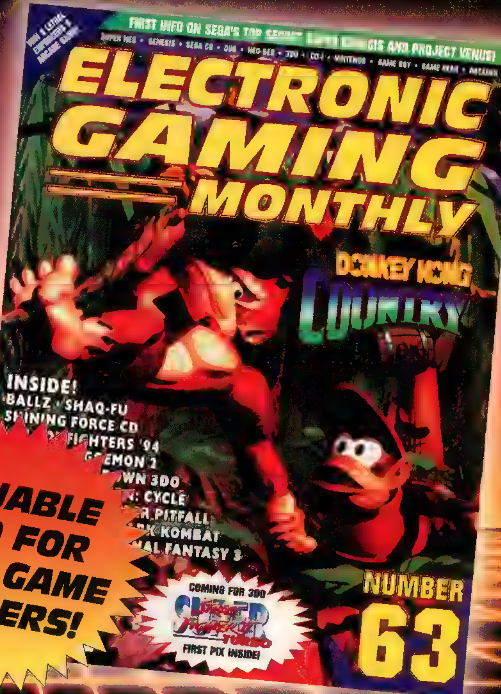

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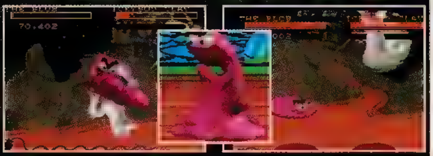
Continued from Page 358

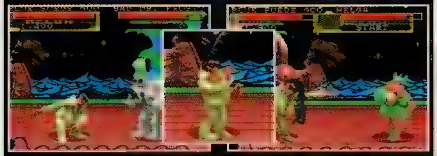
# THE CLAYFIGHTERS!

## THE BLOB



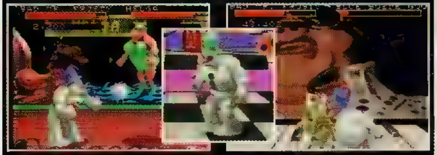
DAS BOOT BUZZSAW

## BLUE SUEDE GOO



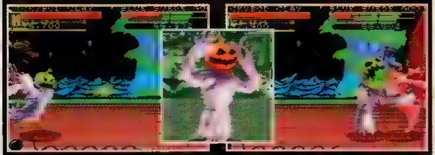
HAIR WHIP NOTE THROW

## BAD MR. FROSTY



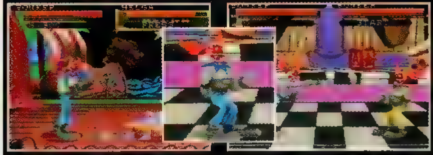
FREEZE BREATH SNOWBALL

## ICKYBOD CLAY



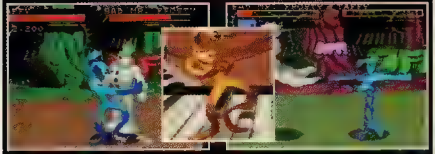
SLIME THROW HEAD BITE

## BONKER



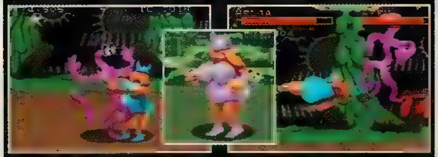
KILLER BREATH PIE THROW

## TAFFY



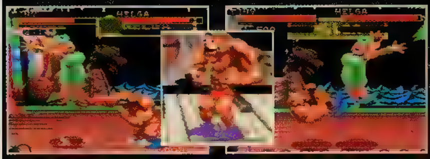
BEAR HUG SUPER SPIN

## HELGA



BEARHUG THE DRILL

## TINY



LONG PUNCH SUPER ROLL

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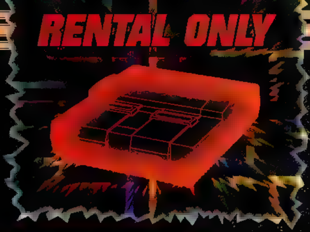
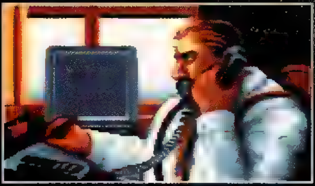
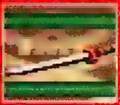


# Final Fight GUY

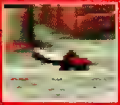


Haggar receives the bad news about his daughter. It's time for revenge!

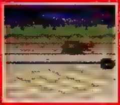
## WEAPONS AND ITEMS



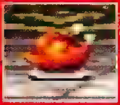
**SWORD**
Pick up this item to slice your enemies and keep them away.



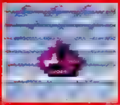
**KNIFE**
Take this weapon off the ground and throw it at your enemies.



**PIPE**
You might find these in boxes or under barrels to hit your foe.



**FOOD**
Pick up chicken, pizza, booze, and other items for health.



**POINTS**
Gold bars, radios, hats, money, etc. are worth various points.

Jessica needs your help! She has been captured by Belgar and the Mad Gear Gang to keep the mayor, Mike Haggar in line! Use the friend of Cody, Guy, and Jessica's father, Haggar to rescue her and put a stop to the Mad Gear Gang.

Guy has quick reflexes and a combination of punches and kicks. He also has two jumpkicks, a jumping knee move, and a knee to the gut. Haggar on the other hand is an ex-professional wrestler. He takes advantage of his size and does wrestling moves on his opponents. Haggar has a devastating punch, jumping piledriver, suplex, jumpkick, and a jumping lunge move.

Each character has a special move that can knock down multiple characters at one time. Use swords, knives, and pipes as weapons. Pick up food to increase your life meter and items to increase your score. This *is* the final fight!

### THE GOOD

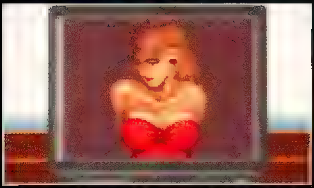
It's an improved version of the game with my favorite character, Guy! The slowdown is minimized.

### THE BAD

They didn't improve it enough to buy it if you already own the first Final Fight. It's still only one player!

### THE UGLY

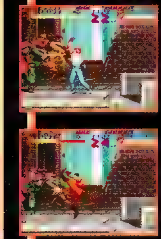
Picking up beer and hard liquor can improve your health? What's wrong with this picture?



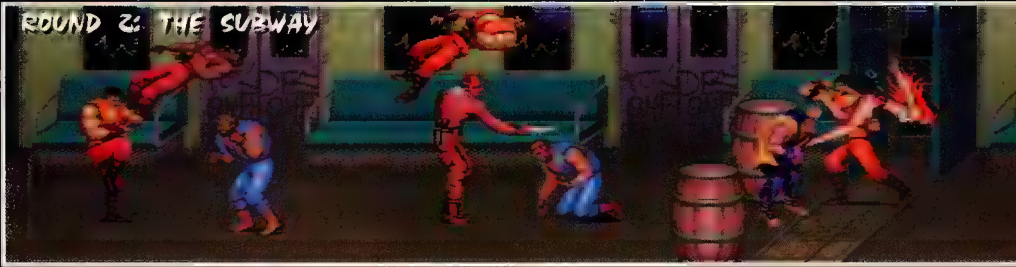
Jessica has been kidnapped by the Mad Gear Gang! You must save her!

## EGM X-TRA DARE TO COMPARE

### A LOOK AT OTHER FORMATS...



The first version of this game (Final Fight) rocked the Super NES when it came out. The two games are nearly identical with the exception of the replacement of Cody with Guy, additional graphics, and less slowdown.



Continued on Page 366

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Sega Genesis™ Kontrol Pad Shown

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This Pad is the same as the Mortal Kombat® II Kontrol Pad (does not include the 3 Kards), PLUS:

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### Here's just some of the 124 preprogrammed moves you can do!

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| Kitana™ | Fan Throw | Fan Lift | Sq. Wave Punch | Kiss of Death | Fan Decapitation | Friendship | Babality | Pit II +KTF |
| Kung Lao™ | Teleport | Hat Throw | Bullet Kick | Whirlwind Spin | Fatality 1 | Fatality 2 | Friendship | Babality |
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| Mileena™ | Roll Attack | Teleport Kick | Sai Throw | Sai Stab Shred. | Fatality 2 | Friendship | Babality | Pit II + KTF |
| Johnny Cage™ | Gr. Flame (low) | Gr. Flame (high) | Shad. Uppercut | Shadow Kick | Babality | Torso Rip | Decapitation | Friendship |
| Rayden™ | Teleport | Flying Thndrblt. | Lightning Bolt | Shock | Uppercut Expl. | Pit II + KTF | Friendship | Babality |
| Reptile™ | Slide | Acid Spit | Force Ball | Invisibility | Tongue Grab | Invisible Slice | Friendship | Babality |
| Scorpion™ | Spear | Decoy | Scissor Tkdn. | Flaming Bones | Toasty | Double Slice | Friendship | Babality |
| Sub-Zero™ | Slide | Deep Freeze | Ground Freeze | Frz. & Up. Cut | Ice Bomb | Friendship | Babality | Pit II + KTF |
| Shang Tsung™ | Flames (1) | Flames (2) | Flames (3) | Body Possession | Drains the Soul | Pit II Only | Friendship | Babality |
| Jax™ | Ground Pound | Grab | Sonic Wave | Head Pop | Arm Ripper | Friendship | Babality | Pit II + KTF |

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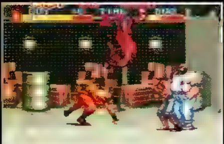
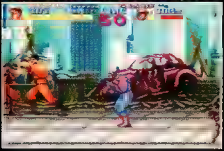
Continued from Page 364

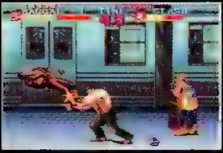
## ROUND 1: THE SLUM



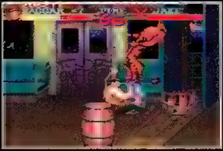
In the first level, you must take Guy or Haggar through the slums. Use punches, kicks, knives, and other weapons to defeat your enemies. Beat the Boss Damnd to finish the round!



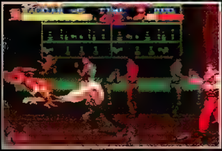
## ROUND 2: THE SUBWAY



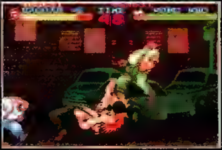
Round 2 will have you first kicking butt in a subway station, then getting on the subway and bashing some more heads. Here, Haggar gives a jumping piledriver!

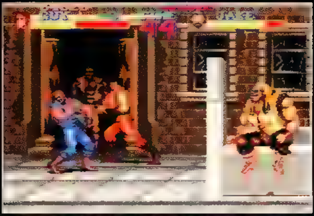


## ROUND 3: UPTOWN

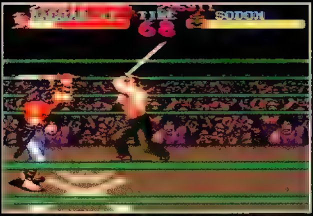


In the uptown scene, you will go through the streets. Trouble is around every corner, especially with this bar brawl! Pick up a pipe to whack your foes! The street gangs await you!

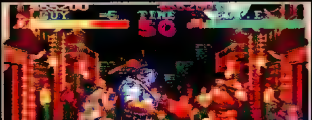




Damnd will whistle for his boys to come out. Beat *him* up and they will go away!

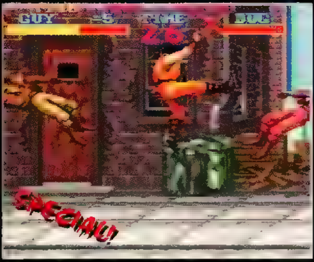


At the end of the level, you will face Sodom in the ring! Take his swords away!



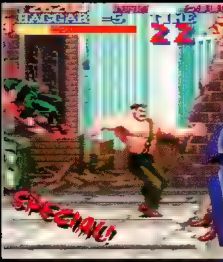
Edi. E will give you a good thrashing! Watch for his gun!

## GUY



Guy, who is a friend of Cody, is the main character in this game. He was taken out of the first game, but now he's back!

## HAGGAR



Haggar is the father of Jessica and an ex-professional wrestler with many moves!

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41: Norman - War/Arcade
42: Armor Battle - War/Arcade
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# Book Trilogy Commemorates *Star Wars* Art

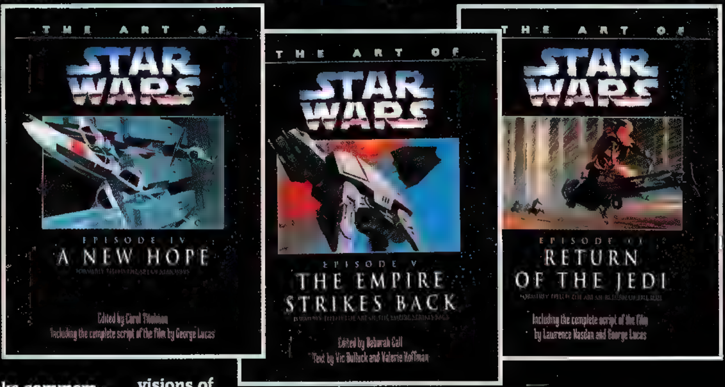
Since first gracing the big screen back in 1977, *Star Wars* has become one of the most celebrated movies of all time. Along with its two succeeding sequels, *The Empire Strikes Back* and *Return of the Jedi*, the *Star Wars* movies have endeared themselves to a whole generation of fans. Now, a new trilogy from Ballantine Books commemorates some of the dazzling artwork that helped spawn the *Star Wars* phenomenon.

Titled the *Art of Star Wars*, this three-book series is a collection of early character sketches, costume designs, creature models, spacecraft blueprints, and full-color production paintings from the artists who first breathed life into the fantastic visions of creator George Lucas.

The collection includes original storyboards, on-the-set photography and behind-the- scenes profiles of the special effects wizards who turned miniature models into modern-day movie magic.

On top of all this, the books include the complete movie scripts from *Star Wars* and *Return of the Jedi.*

Taken altogether, *The Art of Star Wars* trilogy is a fascinating overview of the creative process. It is the story of the evolution of one man's vision, transformed from its humblest origins into a worldwide phenomenon. Whether you're an ardent *Star Wars* groupie or just a casual aficionado, this definitive collection is one offering you won't want to miss.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A NEW HOPE
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THE ART OF
STAR WARS
EPISODE V
THE EMPIRE STRIKES BACK
Edited by Deborah Call
Text by Vic Bulluck and Valerie Hoffman
THE ART OF
STAR WARS
EPISODE VI
RETURN OF THE JEDI
Including the complete script of the film by Lawrence Kasdan and George Lucas

## Strange but True

**_Udder-ly Ridiculous_**

**A movie script about a U.S. president caught having his way with a barnyard cow and the repercussions that follow is presently being shopped around in Hollywood. The script was written by *Rolling Stone* veteran Joe Eszterhas.**

**_I Feel Like Chicken Tonight_**

**A woman dressed as a chicken attempted to throw a pie in the face of country singer Kenny Rogers during a performance in Elkhorn, WI. The woman, who was brought down by authorities before her pie could hit its mark, was protesting Mr. Rogers' plans to open a roasted chicken franchise.**

# New Virtual Park Offers Out-of-This World Experiences

At one time Virtual Reality was considered the wave of the future. With the arrival of Virtual World, a theme-based virtual arcade, it appears the future is now.

As you walk through the doors of Virtual World, you are immediately immersed in an entirely fictional world. As a member of the Virtual Geographic League, a secret society dedicated to the discovery and exploration of new dimensions, you must choose one of two destinations, BattleTech or Red Planet.

In BattleTech, you are at the controls of a 30-foot walking tank as you wander around the surface of the dangerous planet Solaris VII. In Red Planet, you race through the tunnels of an abandoned mining colony beneath the Mars surface. In each scenario you compete with up to seven other players.

Presently available only in Chicago, Los Angeles, San Diego, Houston, and Dallas, Virtual World plans to expand into the 50 largest U.S. cities. Virtual World also plans to introduce at least one new virtual reality experience for its arcades each year.

# CULTURE SOURCE FOR EGM READERS

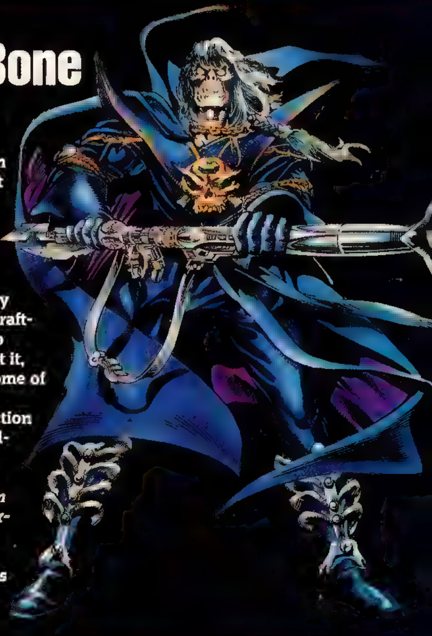
## New Cartoon is Bad to the Bone

They're hip. They're exciting. They're a little bit lacking of flesh. They are the *Skeleton Warriors*, the latest in Saturday morning cartoon action entertainment.

A sci-fi fantasy adventure, *Skeleton Warriors* is a classic tale of good versus evil. For centuries the all-powerful Lightstar Crystal protected planet Luminaire from danger. But when the treacherous Baron Dark manages to break the crystal in half, darkness falls over the planet. With the crystal broken, Baron Dark and others with similarly wicked intentions are transformed into living skeletons, the ultimate embodiment of evil. As Baron Dark leads his invincible Skeleton Legion on a campaign of destruction and terror, it's up to Prince Lightstar and the Legion of Light to protect the kingdom and attempt to restore peace by regaining the Lightstar Crystal.

Along with being one of the hottest new animated series, the *Skeleton Warriors* action figures are one of the best new things going. Down to every last fibula and femur, these incredible action figures are very intricately crafted. Make no bones about it, these are some of the coolest designed action figures available.

Look for the *Skeleton Warriors* cartoon every Saturday morning this fall on CBS.



## Video Games Honored

In the first televised awards show of its kind, video games will now get their due, as Cybermania: The 1994 Interactive Games Awards comes to TBS on November 5.

Like the Emmys or the Oscars for the video game industry, the awards honor the best and brightest new titles in categories like Best Sports Game, Best Action/Adventure Game, Best Graphics, and Best Overall Game.

The awards will be presented by the Academy of Interactive Arts and Sciences.

Nominees are selected by the Academy from a list of current best-selling games, but it is you, the game player, who can help decide the final winner. Game enthusiasts from coast to coast will be able to cast their ballot for their favorite game via the on-line services and mail-in ballots.

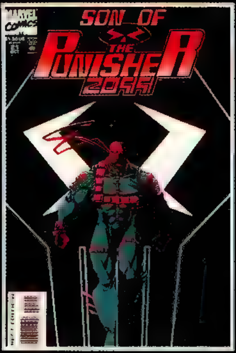
So shut off the Super NES or the Sega CD and root for your favorite game as TBS brings to television the 1994 Interactive Games Awards. TBS will present an encore presentation of the ceremony November 12.

## Return to Jurassic Park

Hey there, all you velociraptor fans, you're in luck. It seems the latest buzz in Hollywood is that Steven Spielberg will be making a second *Jurassic Park* movie.

Renouncing his one-time aversion to sequels as a "cheap carny trick," Spielberg says he isn't so attached to the *Jurassic Park* story as to forsake the fans and not give them what they really want.

Spielberg plans for the sequel to open during the summer 1997 season. In the meantime, *Jurassic Park* fans can whet their Brontosaurian appetites with the original, available now on home video.



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# X-Men Confront New X-istence

The future is looking pretty bleak for the X-Men as we've come to know them. Soon an event of epic proportions will wreak havoc on the Marvel Universe and forever alter the history of the X-Men superheroes.

This December in *X-Men* #41, X-Men founder Dr. Charles Xavier will meet with an untimely demise. Through a bizarre chain of events, Xavier is murdered 20 years ago–before he could bring together his now-legendary team of mutants. With Xavier dead and the Xavier Institute never realized, the present-day Marvel Universe echoes with repercussions.

In January, Marvel will discontinue its current X-titles. They will be replaced by nine new titles that present the X-Men exploits in this radically different world. Each of the new titles begins with issue #1.

With Xavier never part of the picture, it is Magneto who has assembled this rag-tag band of mutants. Magneto has married Rogue, Logan has teamed with Jean Grey, and Nathan Christopher Sommers–because his parents Cyclops and Jean Grey have never met–ceases to exist as Cable. These are but a few of the new surprises that lay in store for X-fans in 1995.

# Bat to the Basics

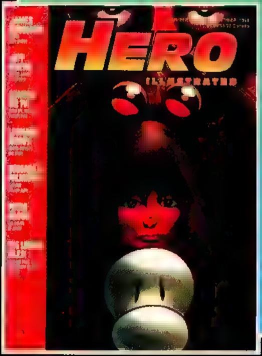
Over the past year, Batman has fallen on some difficult times. Crippled at the hands of the insidious Bane, a helpless Bruce Wayne was forced to surrender the mantle of the Bat to a more able hero. Now, with all the excitement begun in "Knightfall," Bruce Wayne is finally back –this time for good.

Beginning in *Batman* #515, the Dark Knight will make his permanent return to Gotham City, but not without first making some changes. Starting also with issue #515, Batman will sport a totally redesigned costume.

"Having Bruce Wayne return unchanged in a visual way somehow seemed wrong," says returning *Batman* writer Doug Moench. "We wanted to suggest a change in him both visually as well as psychologically."

Batman's new costume was designed by Vince Giarrano, artist of *Batman: Seduction of the Gun.* The new look promises to take the Caped Crusader into the 21st century.

## This month in HERO ILLUSTRATED



For the latest word on the world of comics, crack open a *HERO ILLUSTRATED.* Issue #16 includes a comic-lovers guide to the new superhero shows coming to television this fall. Also, an off-the-cuff interview with *Bone's* Jeff Smith and *Starman's* James Robinson and an inside look at the hottest new upstart, Tekno•Comix.

## This month in CARDS ILLUSTRATED

CARDS
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FLEER MARVEL MASTERPIECES
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JACK KIRBY
WIN AN ORIGINAL ... SKETCH

Inside this very hot Psylocke cover is a preview of Fleer's new Marvel Masterpieces '94, painted exclusively by renowned sci-fi and fantasy artists, Greg and Tim Hildebrandt. Also this month in *CARDS ILLUSTRATED* #11, a look at two new card sets featuring original artwork from the archives of Jack Kirby.

# *Gargoyles* Invade the "Disney Afternoon"

In a time of swords and sorcery, gargoyles existed as vigilant protectors of the night. Perched atop Medieval castles and cathedrals, these stone sentinels came to life after sundown, protecting the sleeping villagers from the dangers lurking in the dark.

This fall, such fanciful superstition returns to life as *Gargoyles*, the latest animated series from Walt Disney Television Animation, joins the lineup of the popular "Disney Afternoon."

Debuting October 24, *Gargoyles* begins with a five-episode miniseries introducing a band of menacing winged warriors who are transplanted into modern-day New York.

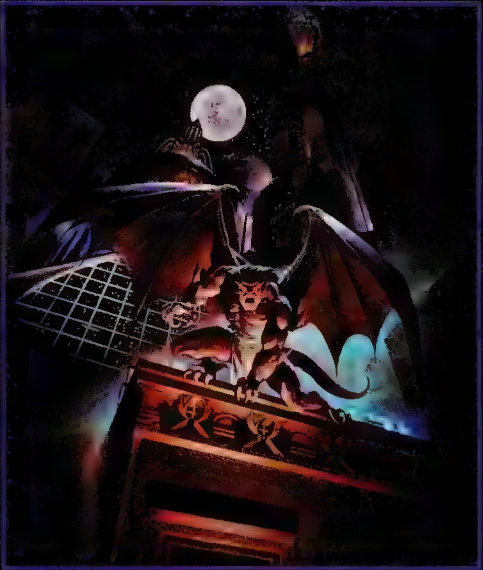
Beginning a thousand years ago, the story focuses on a clan of gargoyles who defend a Scottish castle from a relentless barrage of Viking assaults. One fateful evening, the gargoyles are unwittingly betrayed, and the castle is sacked by a band of marauders. As punishment for their failure, a sorcerer casts a spell over the gargoyles, condemning them to sleep in stone "until the castle rises above the clouds."

For centuries the creatures remain entombed in stone, until a wealthy American businessman decides to make the castle his personal corporate stronghold back in New York. Stone by stone, brick by brick, gargoyle by gargoyle, the castle is dismantled and transported to America, and reassembled high atop a Manhattan skyscraper–high above the clouds.

With the curse finally broken, the gargoyles wake from their thousand-year slumber and discover a world drastically changed from the one they knew before. Undaunted by the new surroundings, these mythic beasts again strike up their campaign to defend the community, swooping down on Manhattan each night to protect good citizens from the thugs and brutes of the Big Apple.

Besides bringing Disney-quality animation to television, *Gargoyles* also boasts an impressive cast of voices. The list includes such notable actors as Keith David, Jonathan Frakes, Marina Sirtis, and Ed Asner.

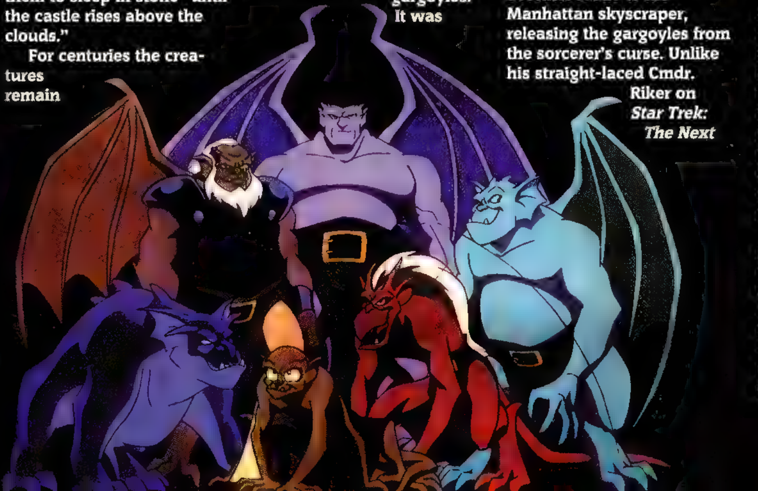
Keith David stars as Goliath, leader of the gargoyles. It was Goliath who was lured from his post the night the castle was overrun, leaving him bitter and distrustful of all humankind. Ed Asner plays Goliath's trusted gargoyle assistant.



Jonathan Frakes plays the wealthy businessman Xanatos, who moves the Scottish castle to his Manhattan skyscraper, releasing the gargoyles from the sorcerer's curse. Unlike his straight-laced Cmdr. Riker on *Star Trek: The Next Generation*, Frakes plays Xanatos as a ruthless and conniving villain with grand schemes for making Manhattan his very own. Though it was Xanatos who brought the gargoyles back to life, it soon becomes apparent to them that he is not their friend.

Marina Sirtis, another *Next Generation* veteran, stars as the evil Demona. Goliath soon discovers that it was Demona's betrayal that cost him the castle in ancient times. And, not surprisingly, Demona soon gives her allegiance to the dastardly Xanatos–the lines are clearly drawn for a grand battle for Manhattan.

Following its five-day premiere, *Gargoyles* will air every Friday afternoon, in the time slot preceding *Disney's Aladdin*. With an initial 13 episodes of *Gargoyles* already complete, Disney has committed to a second season of *Gargoyles*.



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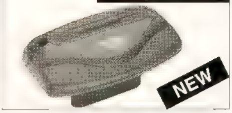

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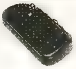

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| Pacman 2 New Adv* | 45 |
| Page Master | 45 |
| Paperboy | 48 |
| Pat Rly Bsktbl | 13 |
| Pebble Beach Golf | 40 |
| Penn Teller S & M* | 45 |
| PGA Euro Tour | 55 |
| PGA Tour Golf | 40 |
| PGA Tour Golf 2 | 50 |
| PGA Tour Golf 3 | 45 |
| Phant Star 2 | 35 |
| Phant Star 3 | 40 |
| Phantasy Star 4* | 45 |
| Pigskin Ftbrwl | 26 |
| Pitfall Harry* | 45 |
| Pitfighter | 20 |
| Pitfighter 2 | 45 |
| Popeye High Seas * | 45 |
| Populous | 13 |
| Power Instinct | 45 |
| Power Monger | 32 |
| Power Rangers | 45 |
| Predator 2 | 26 |
| Pro Am Racing | 36 |
| Pro Quarterback | 15 |
| PTO | 55 |
| Punisher | 45 |
| Quackshot | 20 |
| Radical Rex | 45 |
| Rainbow Islands | 45 |
| Rambo 3 | 20 |
| RBI Bsbl 3 | 16 |
| RBI Bsbl 4 | 25 |
| RBI Bsbl 93 | 30 |
| RBI Bsbl 94 | 45 |
| Ren & Stimpy | 50 |
| Revenge Shnobi | 15 |
| Rings Of Power | 30 |
| Rise of The Robots* | 45 |
| Risk* | 45 |
| Road Rash | 36 |
| Road Rash 2 | 48 |
| Robocop vs Term | 45 |
| Rock N Roll Racing | 45 |
| Rocket Knight Adv | 32 |
| Roger Clemens Bsbl | 25 |
| Rolling Thunder 2 | 20 |
| Shadow Beast | 15 |
| Shadow Beast 2 | $42 |
| Shadow Dancer | 5 |
| Shadow of Yserbius* | 45 |
| Shadow* | 45 |
| Shadowrun | 55 |
| Shining Drkns | 12 |
| Shining Force | 55 |
| Shining Force 2* | 45 |
| Shinobi 3 | 36 |
| Side Pocket | 50 |
| Simpsons-B vs SM | 25 |
| Simpsons-B Ntmr | 40 |
| Simpsons Virt Bart | 45 |
| Skitchin | 48 |
| Soccer | 5 |
| Soldier Of Fortune | 40 |
| Sonic & Knuckles | 55 |
| Sonic Hdghog | 20 |
| Sonic Hdghog 2 | 26 |
| Sonic Hdghog 3 | 55 |
| Sonic Spinball | 38 |
| Sorcers Kingdom | 44 |
| Space Harrier 2 | 12 |
| Space Invaders | 50 |
| Sparkster* | 45 |
| Speed Racer* | 45 |
| Spiderman | 20 |
| Spiderman/X-Men | 36 |
| Splatterhouse 2 | 32 |
| Splatterhouse 3 | 42 |
| Sports Tlk Bsbl | 22 |
| Star Control | 28 |
| Star Flight | 28 |
| Star Trek Dp Spc 9* | 45 |
| Star Trek Nxt Gen | 55 |
| Stargate* | 45 |
| Street Ftr 2 SCE | 38 |
| Streets Rage | 22 |
| Streets Rage 2 | 35 |
| Streets Rage 3 | 50 |
| Strider | 18 |
| Strider 2 | 32 |
| Subterrania | 50 |
| Sunset Riders | 38 |
| Superbike Challenge* | 45 |
| Superman | 26 |
| Supr Bsbl 2020 | 40 |
| Supr Battletank | 36 |
| Supr Hang On | 22 |
| Supr High Impact | 15 |
| Supr Monaco GP | 12 |
| Supr Monaco GP 2 | 40 |
| Supr Off Road | 32 |
| Supr Off Road Baja | 45 |
| Supr Strt Ftr 2 | 55 |
| Supr Thndr Blde | 16 |
| Supr Volybl | 16 |
| Sword Sodan | 13 |
| Sword Vermilion | 24 |
| Syndicate* | 45 |
| Target Earth | 13 |
| Taz-Escp Mars | 45 |
| Tazmania | 30 |
| Team USA Bsktbl | 8 |
| Techno Cop | 15 |
| Tecmo Super Bowl | 35 |
| Tecmo Supr Bsbl | 5 |
| Tecmo Super Hckey | 45 |
| Tecmo Super NBA | 38 |
| Terminator | 22 |
| Terminator 2-Arcd | 30 |
| Terminator 2 Jdgmt | 40 |
| Test Drive 2 | 28 |
| Thunder Force 2 | 3 |
| Time Trax* | 45 |
| Tinhead | 45 |
| Tiny Toons | 32 |
| Tiny Toons AL Stars | 45 |
| TMNT Hyperstone | 40 |
| TMNT Tourn Ftrs | 50 |
| TNN Bass Trnmnt* | 45 |
| Toe Jam & Earl | 38 |
| Toe Jam & Earl 2 | 50 |
| Tom Lasorda Bsbl | 3 |
| Tony La Russa | 8 |
| Traysia | 28 |
| Triple Score | 35 |
| Troy Aikman NFL* | 45 |
| Twin Cobra | 20 |
| Two Crude Dudes | 22 |
| Universal Soldr | 20 |
| Viewpoint* | 45 |
| Virtua Racing | 70 |
| Virtual Pinball | 40 |
| Wacky Worlds* | 45 |
| Warriors Etrnl Sun | 41 |
| WCW Sprbrwl Wrstl | 45 |
| Wheel Fortune | 60 |
| [illegible] | 5 |
| Wimbledon Tennis | 38 |
| Winter Challenge | 8 |
| Wolfenstein 3D* | 45 |
| Wonder Boy | 20 |
| World Series Bsbl | 60 |
| WWF Raw* | 45 |
| WWF Royal Rumble | 50 |
| WWF Sup Wrstmnia | 25 |
| X-Men | 35 |
| Ys 3 | 32 |
| Zany Golf | 13 |
| Zero Tolerance | 45 |
| Zombies Ate Nghbr | 38 |

### ACCESSORIES

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|---|---|
| Genesis Deck | $80 |
| Genesis 2 Deck | 80 |
| Ascii Pad | 20 |
| Carry Case/Lg | 20 |
| Carry Case/Sm | 4 |
| Comp Pro | 13 |
| Contrl Pad (6 Btn) | 18 |
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| Extension Cord | 11 |
| Four Plyr Adptr | 25 |
| Game Genie | 45 |
| Justifier 1 (Ctrlr) | 22 |
| Justifier 2 (Phone) | 20 |
| Mega Mouse | 22 |
| Menacer | 22 |
| Misc Joypad | 11 |
| Misc Joystick | 15 |
| Power Base Conv | 7 |
| Power Jystk (3 Btn) | 36 |
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| Adv Island | 35 |
| Adv Island 2* | 45 |
| Aero The Acrobat | 40 |
| Aerobiz | 55 |
| Aerobiz Supersonic* | 45 |
| Al Unser Jr* | 45 |
| Aladdin | 55 |
| Alien 3 | 40 |
| Aliens/Predator | 40 |
| American Tail* | 45 |
| Animaniacs* | 45 |
| Art Of Fighting | 40 |
| Axelay | 26 |
| Ballz* | 45 |
| Barbie Super Model | 44 |
| Barbie Vactn Adv | 48 |
| Bass Masters* | 45 |
| Batman Animated* | 45 |
| Batman Returns | 38 |
| Battleclash | 13 |
| Battletech* | 45 |
| Battltds/Bttl Mncs | 35 |
| Battltds/Dbl Dragn | 36 |
| Best Of Best | 26 |
| Biker Mice Mars* | 45 |
| Bill Laimbeer | 13 |
| Bill Walsh Ftbl | 40 |
| Blackthorne | 45 |
| Bonk's Adventure | 45 |
| Boxing Legends | 40 |
| Brainlord | 45 |
| Breath Of Fire | 50 |
| Brett Hull Hcky | 40 |
| Brutal | 45 |
| Bubsy | 49 |
| Bubsy 2* | 45 |
| Bugs Bny Rampage | 50 |
| Bulls vs Blazers | 20 |
| Cannondale Cup* | 45 |
| Capt America | 40 |
| Capt Commando | 18 |
| Carmen Sndgo-T | 36 |
| Carmen Sndgo-W* | 45 |
| Castlevania 4 | 30 |
| Champ Pool | 44 |
| Chessmaster | 50 |
| Chester Cheetah | 40 |
| Chester Ch WWQ | 48 |
| Choplifter 3 | 40 |
| Chuck Rock | 20 |
| Clayfighter 2 Judgmnt | 45 |
| Clayfighters | 48 |
| Clayfighters Tour | 50 |
| Claymates | 40 |
| Cliffhanger | 30 |
| Clue | 45 |
| Contra 3 | 30 |
| Cool World | 28 |
| Crash Dummies | 44 |
| Cybernator | 30 |
| Cyberslider | 45 |
| D Force | 18 |
| Daffy Duck | 44 |
| Darius Twin | 8 |
| Death Valley Rly | 28 |
| Death Brain Spirit | 48 |
| Demon's Crest | 45 |
| Dennis Menace | 40 |
| Desert Strike | 42 |
| Doomsday Warrior | 28 |
| Double Dragon 5 | 45 |
| Dr Franken | 38 |
| Dracula | 22 |
| Dragon View | 45 |
| Dragons Lair | 28 |
| Drakkhen | 10 |
| Earth Dfns Frc | 18 |
| Earthworm Jim* | 45 |
| ESPN Baseball | 50 |
| ESPN Hockey* | 45 |
| ESPN NFL* | 45 |
| Eye Of Beholder | 50 |
| F1 Pole Position | [illegible] |
| F1 ROC | 40 |
| F-Zero | 25 |
| Faceball 2000 | 30 |
| Family Dog | 45 |
| Family Feud | 42 |
| Fatal Fury | 28 |
| Fatal Fury 2 | 44 |
| Felix The Cat | 44 |
| FIFA Soccer | 50 |
| Fighters History | 5 |
| Final Fantasy 2 | 4 |
| Final Fantasy 3 | 45 |
| Final Fantasy MQ | 25 |
| Final Fight | 18 |
| Final Fight 2 | 45 |
| Fire Team Rogue* | 45 |
| Firepower 2000 | 30 |
| [illegible] Queen* | 45 |
| Flashback | 50 |
| Flintstones | 1 |
| Full Throttle Racing* | 45 |
| Fun N Games | 5 |
| Galactic Defender* | 45 |
| Gemfire | 40 |
| Genghis Khan 2 | 60 |
| George Frmn | 13 |
| Ghoul Patrol* | 45 |
| Gods | 25 |
| Gradius 3 | 18 |
| Great Waldo Srch | |
| Griffeys Bsbl | 58 |
| Hammerlock* | 45 |
| Hole In One | 22 |
| Home Alone | 20 |
| Home Alone 2 | 22 |
| Home Improvement | 45 |
| Hook | $35 |
| Hyper Zone | 13 |
| Illusion of Gaia* | 58 |
| Impossible Mission | 45 |
| Incredible Hulk | 45 |
| Indy Jns Adv* | 45 |
| Itchy & Scratchy | 44 |
| Izzy's Olympic Quest | 45 |
| Jack Nkls Golf | 44 |
| James Bond Jr | 25 |
| Jelly Boy* | 45 |
| Jeopardy | 45 |
| Jeopardy Dlx | 45 |
| Jeopardy Sports | 44 |
| Jimmy Connors | 40 |
| Joe & Mac | 30 |
| Joe & Mac 2 | 44 |
| John Madn 92 | 13 |
| John Madn 93 | 18 |
| John Madn 94 | 32 |
| John Madn NFL 95* | 45 |
| Jungle Book | 50 |
| Jurassic Park | 45 |
| Jurassic Park 2* | 45 |
| Kid Kleets* | 45 |
| King Arthurs Wrld | 40 |
| King/Monsters | 25 |
| Krustys FH | 20 |
| Lagoon | 28 |
| Lawnmower Man | 40 |
| Lemmings | 30 |
| Lemmings 2-Tribes* | 45 |
| Lethal Enforcers 2* | 45 |
| Lethal Enfrcr | 55 |
| Lethal Weapon | 20 |
| Lion King* | 45 |
| Loony Tnes Hoop Bl* | 45 |
| Lord of Darkness* | 45 |
| Lord of the Rings | 45 |
| Lost Vikings | 42 |
| Lufia | 75 |
| Magic Sword | 35 |
| Magical Quest | [illegible] |
| Mario Fun Letters | 45 |
| Mario Fun Numbers | 45 |
| Mario is Missing | 32 |
| Mario Kart | 38 |
| Mario Paint Game | 18 |
| Mario Time Machn | 40 |
| Mario World Quest* | 45 |
| Maximum Carnage | 50 |
| Mega Man Soccer | 50 |
| Mega Man X | 55 |
| Might & Magic 2 | 44 |
| Might & Magic 3 | 44 |
| MLBPA Bsbl | 50 |
| Monday Nt Ftbl | 36 |
| [illegible] | 5 |
| Mortal Kombat | 30 |
| Mortal Kombat 2 | 55 |
| Musya | 22 |
| Mystical Ninja | 22 |
| NBA Allstars | 20 |
| NBA Jam | 58 |
| NBA Live 95* | 45 |
| NBA Showdown | 36 |
| NCAA Football* | 45 |
| NFL Football | 16 |
| NFL [illegible] | 45 |
| NHLPA 93 | 20 |
| NHL Hockey 94 | 44 |
| NHL 95 | 45 |
| NHL Stanley Cup | 32 |
| Nigel Mansell | 35 |
| Nolan Ryan Bsbl | 20 |
| Out Of This Wrld | 28 |
| Pac-Attack | 40 |
| Pac-Man 2 New Adv* | 45 |
| Paladins Quest | 60 |
| Paperboy 2 | 28 |
| Pebble Beach Golf | 50 |
| Pele* | 45 |
| PGA Tour Golf | 60 |
| Phalanx | 22 |
| Pilot Wings | 25 |
| Pink Hollywood | 40 |
| Pitfall Harry* | 45 |
| Pit Fighter | 5 |
| Plok | 36 |
| Pocky & Rocky | 42 |
| Popeye Sailor Man* | 45 |
| Populous | 15 |
| Power Instinct* | 45 |
| Prince Persia | 30 |
| Pro Quarterback | 15 |
| Q Bert | 50 |
| R-Type 3* | 45 |
| Race Drivin | 40 |
| [illegible] | 15 |
| Rampart | 40 |
| Ranma 1 2 | 38 |
| Ren & Stimpy Trn | 45 |
| Ren & Stimpy Vdts | 35 |
| Return of the Jedi* | 45 |
| Riddick Bowe | 40 |
| Rise of The Robots* | 45 |
| Rival Turf | 18 |
| Road Run 4WD | 24 |
| Robo Cop 3 | 30 |
| Robocop vs Term | 4 |
| Rock N Roll Rcng | 55 |
| Rocketeer | 18 |
| Roger Clemens Bsbl | 22 |
| Romnc 3 Kngds 2 | 50 |
| RPM Racing | 15 |
| Samurai Showdown* | 45 |
| Secret Of Mana | 70 |
| Shadow | 5 |
| Shadowrun | 55 |
| Side Pocket | 40 |
| Sim Ant | 42 |
| Sim Earth | 38 |
| Simpsons Virt Brt | 48 |
| Simpsons B Nmr | 22 |
| Skins Game | $40 |
| Skuljagger | 20 |
| Slam Masters | 48 |
| SOS | 48 |
| Soulblazer | 50 |
| Space Ace | 35 |
| Space Ftbl | 25 |
| Sparkster's Quest | 40 |
| Sparkster* | 45 |
| Spiderman-X-Men | 22 |
| Spindizzy Worlds | 30 |
| Star Fox | 30 |
| Star Trek Nxt Gen | 50 |
| Star Trek Star Flt* | 45 |
| Star Wars | 28 |
| Stargate* | 45 |
| Stone Protectors* | 45 |
| Street Ftr 2 | 16 |
| Street Ftr 2-Trb | 25 |
| Strike Gunner | 40 |
| Stunt Race Fx | 50 |
| Supr Aquatic Gms | 28 |
| Supr Bsbl 2020 | 40 |
| Supr Bsbl Sim | 28 |
| Supr Bases Load | 20 |
| Supr Battleship | 48 |
| Supr Battletank | 15 |
| Supr Battletank 2 | 45 |
| Supr Black Bass | 25 |
| Supr Bowling | 45 |
| Supr Buster Brothers | 45 |
| Supr Caesar's | 48 |
| Supr Double Dragon | 40 |
| Supr Empire Strks | 48 |
| Supr Ghouls | 16 |
| Supr High Impact | 22 |
| Supr Mario Wrld | 12 |
| Supr Metroid | 55 |
| Supr Mr All Stars | 40 |
| Supr NBA Bsktbl | 25 |
| Supr Ninja Boy | 36 |
| Supr Off Road | 28 |
| Supr Off Road Baja | 48 |
| Supr Play Act Fb | 13 |
| Supr R Type | 16 |
| Supr RBI Bsbl 94 | 45 |
| Supr Scp (6in1) | 1 |
| Supr Smash TV | 20 |
| Supr Solitaire | 44 |
| Supr Sonic Blastmn | 30 |
| Supr Strike Eagle | 45 |
| Supr Strt Ftr 2 | 60 |
| Supr [illegible] | 25 |
| Supr Turrican | 40 |
| Supr Valis 4 | 30 |
| Suzuka 8 Hours | 45 |
| Tazmania | 45 |
| Tecmo Supr Bowl | 42 |
| Tecmo Super Bsbl | 48 |
| Terminator 2-Arc | 50 |
| Terminator 2-Jdg | 40 |
| Tetris 2 | 48 |
| Thunder Sprits | 22 |
| Tiny Toon Sports* | 45 |
| Tiny Toons/Buster | 38 |
| TMNT 4 | 25 |
| TMNT Tourn Ftrs | 50 |
| TNN Bass Trnmnt* | 45 |
| Top Gear | 40 |
| Top Gear 2 | 55 |
| Top Gear 3000 | 45 |
| Total Carnage | 45 |
| Toys | 25 |
| Troy Aikman NFL | 45 |
| True Lies* | 45 |
| Ultraman | 3 |
| UN Squadron | 22 |
| Undercover Cops | 48 |
| Vegas Stakes | 48 |
| Vortex FX | 55 |
| Wailalae C Club | 38 |
| Waynes World | 25 |
| WCW Sprbrwl Wrstl | 48 |
| Wheel Fortune | 50 |
| Wheel Fortune Dlx | 48 |
| Wing Commander | 19 |
| Wing Commander 2 | 40 |
| Wings 2 Aces High | 35 |
| Winter Olympics | 42 |
| Wizardry 5 | 50 |
| Wolf Child | 28 |
| Wolfenstein 3D | 48 |
| World Heroes | 40 |
| World Lg Sccr | 25 |
| Wrestlemania | 16 |
| WWF Raw* | 45 |
| WWF Royal Rumble | 40 |
| X Men | 44 |
| X Zone | 20 |
| Xardion | 20 |
| Ys 3 | 15 |
| Yoshis Safari | 40 |
| Zelda 3 | 32 |
| Zombies Ate Nghbr | 42 |

### ACCESSORIES

| | |
|---|---|
| Super NES Deck | $85 |
| Carry Case | 22 |
| Champ Joystick | 44 |
| Comp Pro | 16 |
| Dual Turbos (2) | 36 |
| Extension Cord | 13 |
| Game Genie | 40 |
| Justifer (Controller) | 20 |
| Misc Joypad | 13 |
| Misc Joystick | 15 |
| Mouse | 25 |
| Multi Tap 5 Ply | 20 |
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| Supr Gameboy | 45 |
| Supr Scope | 25 |

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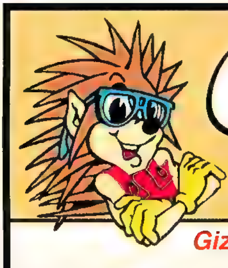

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| GEX | $ 51.99 |
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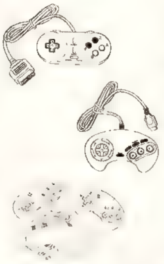

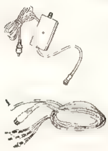

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| **B326** | **6 Button SNES Controller**<br>with Turbo and Slow-Mo | *$ 12.99* |
| **B410** | **NES Controller**<br>with Turbo. | *$ 7.99* |
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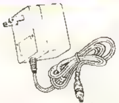

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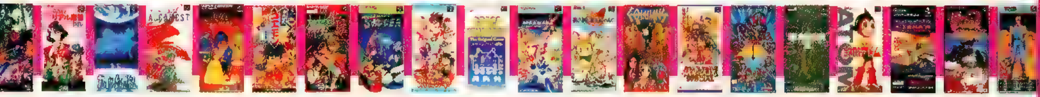

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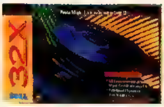

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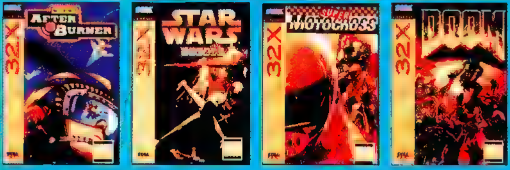

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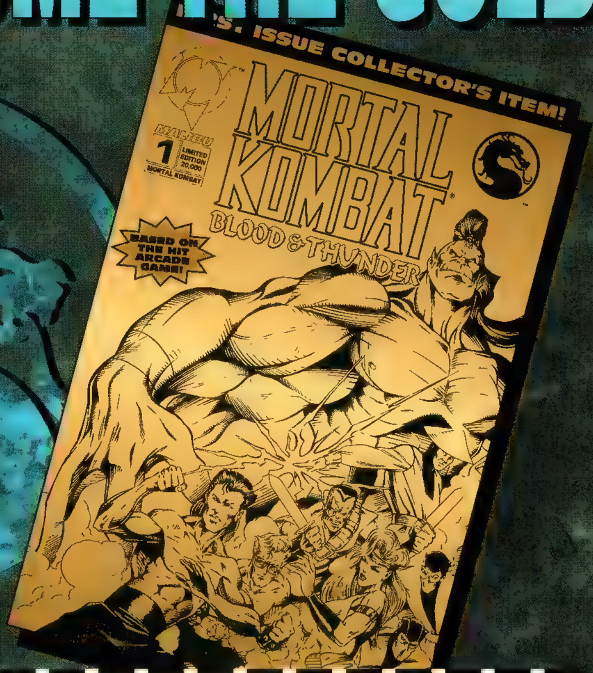

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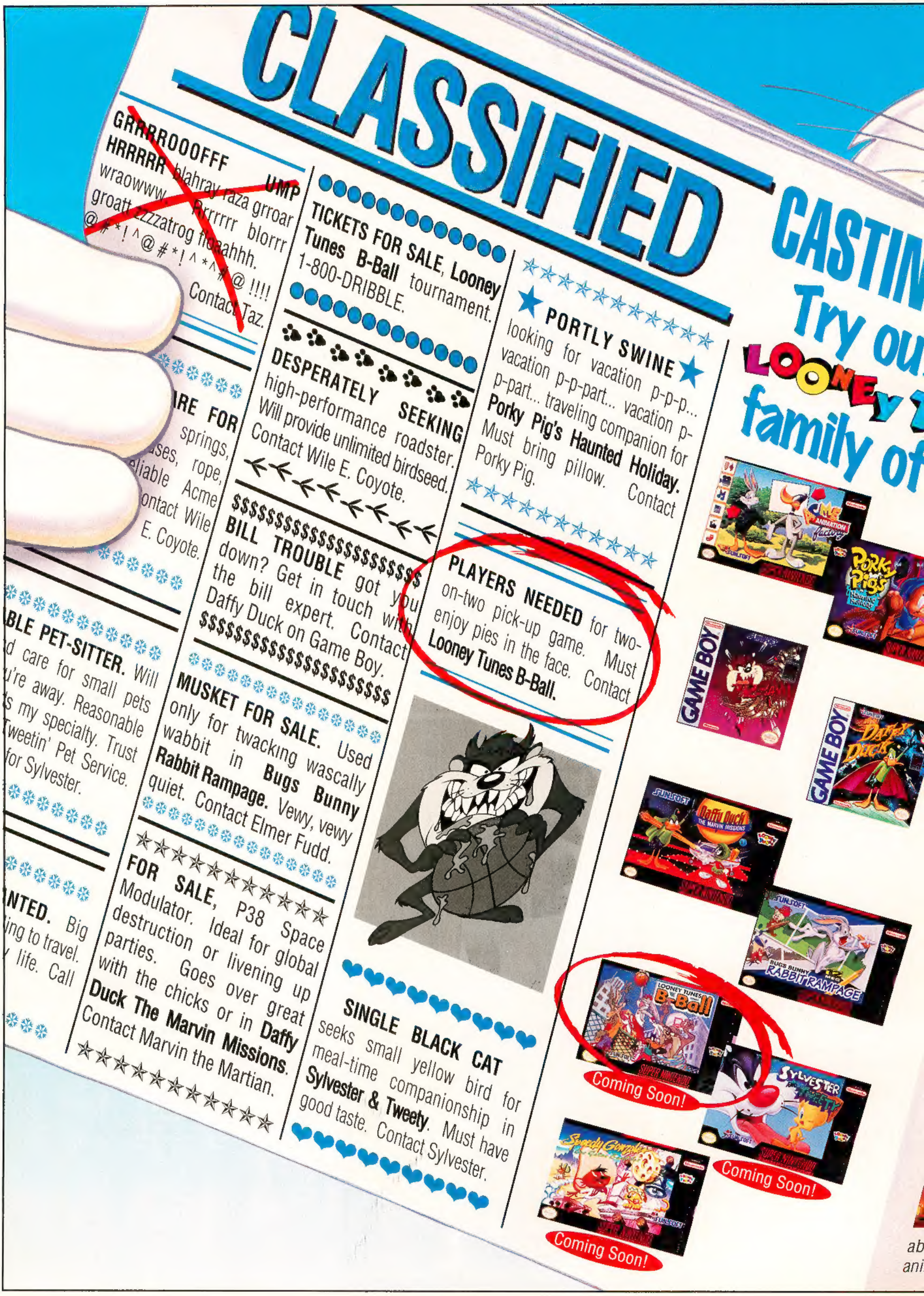
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**PORTLY SWINE** looking for vacation p-p-p... vacation p-p-part... vacation p-p-part... traveling companion for **Porky Pig's Haunted Holiday.** Must bring pillow. Contact Porky Pig.

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**SINGLE BLACK CAT** seeks small yellow bird for meal-time companionship in **Sylvester & Tweety.** Must have good taste. Contact Sylvester.

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# HOLLYWOOD STAR

## "ACME ANIMATION FACTORY" TURNS CARTOON WORLD ON ITS EAR!

**by Howmuchdoes A. Hemmingway**

*Is it the most massive mix-up in Looney Tunes history? Or have a million masters of animation suddenly surfaced? The answer can be found in new* ***Looney Tunes Acme Animation Factory****. It lets anyone create their own Looney Tunes cartoon adventures!*

*Sources at Sunsoft, makers of the* ***Acme Animation Factory*** *game for Super NES, confirm that new Looney Tunes cartoon animators are suddenly springing up from coast to coast. This development has fueled speculation that* ***Acme Animation Factory*** *is more than an ordinary video game. It ppears to be something so ew and different, it's unlike ything ever seen.*

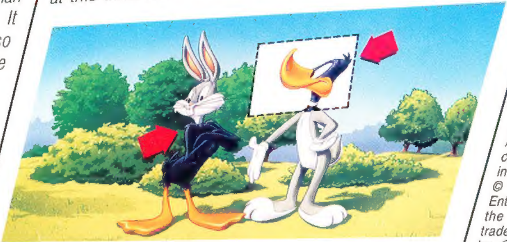
*In an exclusive, undercover estigation, this reporter has learned that* ***Acme Animation Factory*** *gives you the to design, paint and just like a professional.*

*So you can create Looney Tunes cartoon adventures on your Super NES — and save them to watch at any time. You'll choose from a full menu of scenes and characters, or even draw your own. Plus, you can color your creation any way you want, then add titles and create music! It even gives you the choice of using a controller or the Nintendo mouse.*

*Looney Tunes spokesperson, Bugs Bunny refused to comment at this time. However, Taz did agree to issue the following statement, "Graaaaarwww ooooga rawwww ugh blaaa froooooog!" Then he ate my note pad.*

*Is* ***Acme Animation Factory*** *responsible for creating a whole new generation of skilled cartoon creators? The only way to know for sure is try it and literally draw your own conclusions.*

*The long you play, the lo yo v fr Du (also a great m in his ov The Looney features all your Bugs Bunny, Porky Pig, Sylvester and Tweety, E Fudd. And Daffy Duck himsel The* ***Acme Animation Factor*** *just the carrot on the...er...Nev mind.*



**SOMETHING FUNNY'S GOING ON AROUND HERE!**

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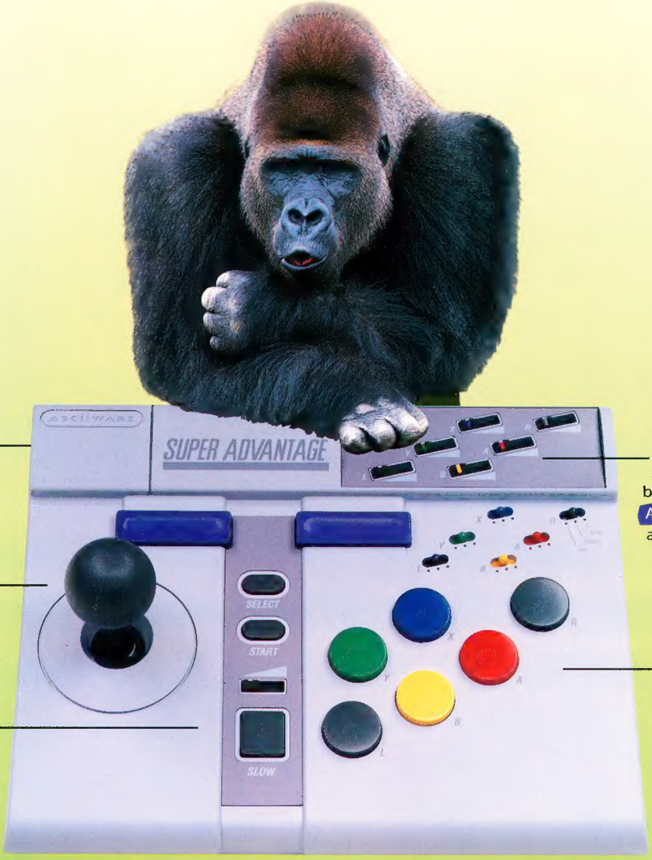

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